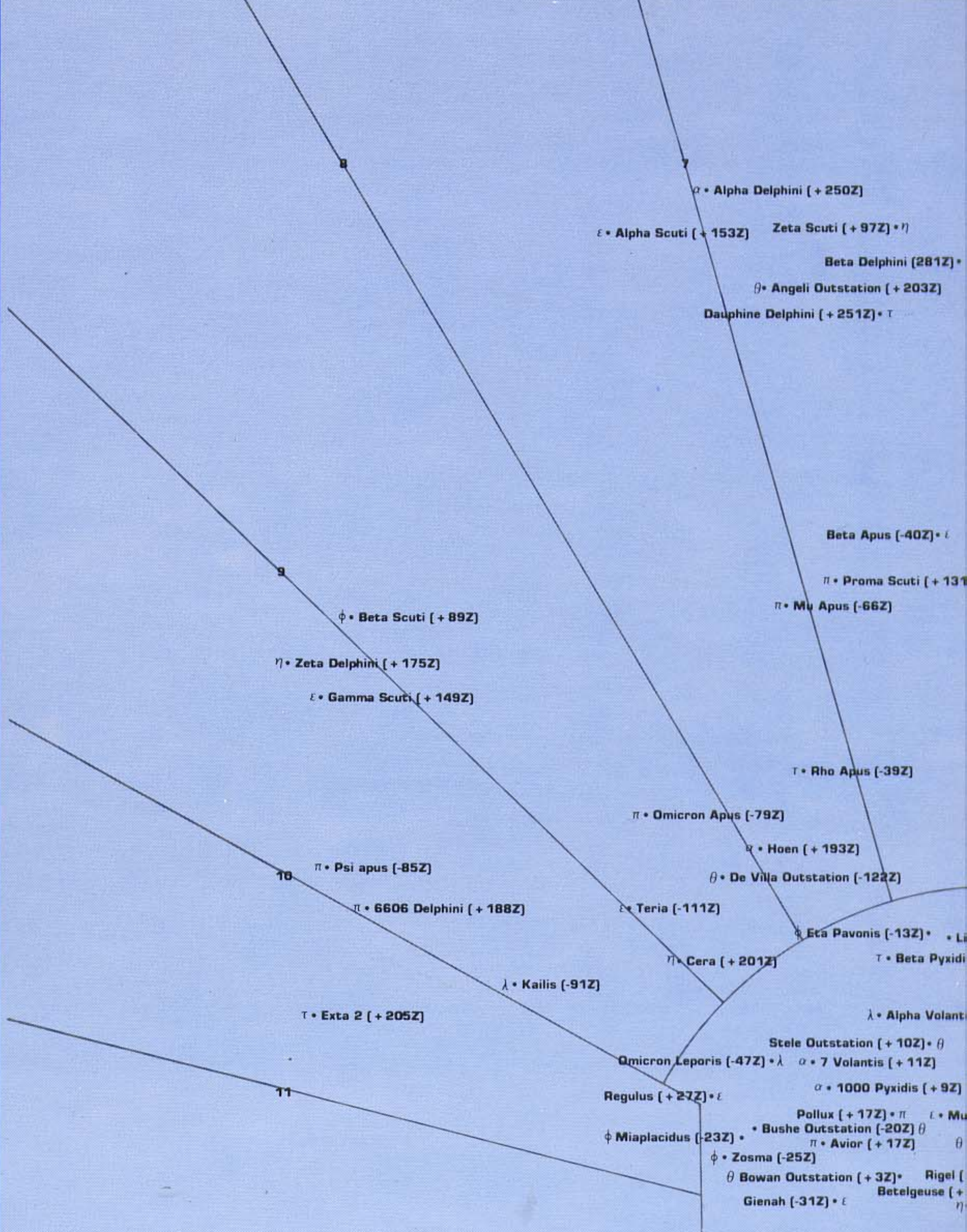
Space Master™

GM Book



SPACE MASTER: THE ROLE PLAYING GAME™

GM BOOK

TABLE OF CONTENTS

PART I THE NATURAL LAWS

1.0 STAR SYSTEM GENERATION 3
1.1 System Identification 3
1.2 Stellar Data 3
1.3 System Data 6
2.0 PLANET GENERATION 7
2.1 Orbital Radius 7
2.2 Satellite Type 7
2.3 Eccentricities 8
2.4 Circumference 8
2.5 Density 8
2.6 Gravity and Escape Velocity 9
2.7 Planets with an Atmosphere in Stellar Ecosphere 9
2.8 Environmental Parameters 9
3.0 ENCOUNTER GENERATION 13
3.1 Culture Generation 13
3.2 Business Generation 17
3.3 Mission Generation 19
3.4 Random Events Generation 21
4.0 SPACE MASTER MILIEUS 22
4.1 The Present 22
4.2 The Near Future 22
4.3 Science-Fantasy 23
4.4 Colony Ship 23
4.5 Time Travel 24
4.6 Beyond *Space Master* 24
4.7 Unusual Transport 24
5.0 NPC CHART 25

PART II THE THE IMPERIAL LAWS

6.0 BACKGROUND 27
6.1 Collapse of Government 27
6.2 Corporate Expansion 27
6.3 Imperium 28
7.0 HISTORY OF CIVILIZATION 29
8.0 LIFE IN THE TERRAN STAR EMPIRE 32
8.1 An Overview 32
8.2 Travel and Communication 35
8.3 Entertainment 38
9.0 THE IMPERIAL GOVERNMENT 41
9.1 Executive Branch 41
9.2 Judicial Branch 42
9.3 Legislative Branch 43
10.0 PROVINCES OF THE IMPERIUM 44
11.0 OTHER ORGANIZATIONS 46
11.1 Dia Khovaria 46
11.2 API 48
11.3 Virtual Humanatronics 48
11.4 Intracom 48
11.5 DeBarton 48
11.6 League of Merchants 49
12.0 RENEGADE HOUSES 50
12.1 Aquataine Commonwealth 50
12.2 Taelons 50
12.3 Athion 50
13.0 NON-HUMAN RACES 51
13.1 Hominoids 51
13.2 Alien Races 54
14.0 REFERENCE 56
14.1 Important NPCs 56
14.2 Example Groups and Equipment 58
14.3 Transportation & Communication Costs 59
14.4 Police/Security Procedures 60
14.5 Note to GMs 62
14.6 Corporate Readouts 62
15.0 STAR CHARTS 67

PART III ADVENTURE

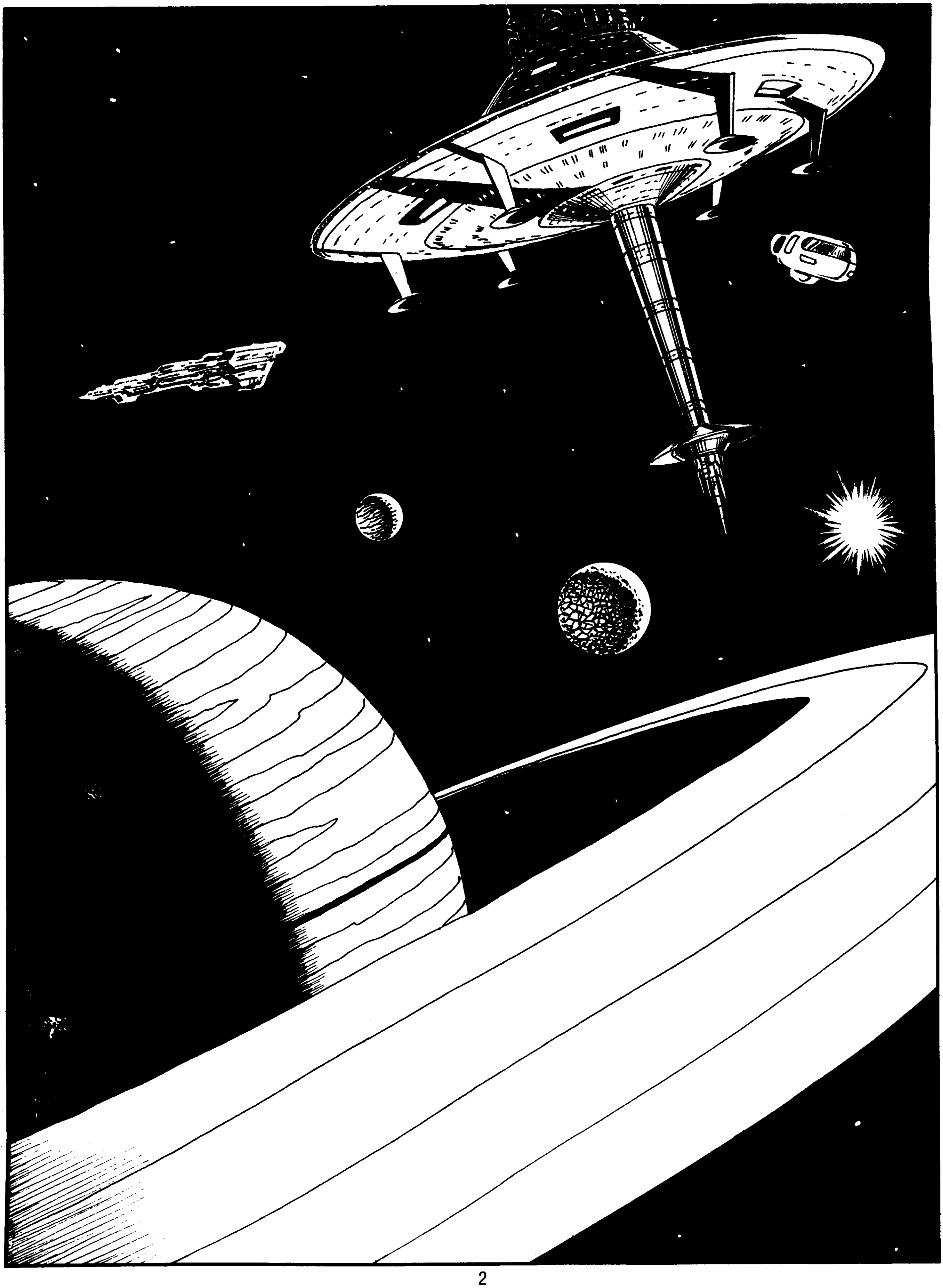
16.0 INTRODUCTION 71
16.1 The Colosian Scheme 71
16.2 A Counterplot 71
17.0 CHARACTERS 72
17.1 The Players 72
17.2 The NPCs 72
18.0 THE SETTINGS 74
18.1 Hyperion 74
18.2 The Hypershuttle 75
18.3 COL 72 Prime II 76
18.4 COL 72 TBD Relay Base 76
19.0 GM REFERENCE 80
19.1 Random Events 80
19.2 Special Equipment 80

Copyright © 1988 By Iron Crown Enterprises... All rights reserved... no reproductions without authors' permission.

Produced and distributed by Iron Crown Enterprises, Inc. P.O. Box 1605 Charlottesville, VA, 22902
Printed in USA

GM Book: First U.S. Edition, June, 1988
Space Master: Second U.S. Edition, June, 1988

Stock # 9000



PART I: THE NATURAL LAWS

"My aim is to show that the celestial machine is to be likened not to a divine organism, insofar as nearly all the manifold movements are carried out by means of a single, quite simple magnetic force."

Johannes Kepler, "The Harmonies of the World"

1.0 STAR SYSTEM GENERATION

With Stellar Systems and Planetary Research programs, explorers of distant worlds can determine all manner of very pertinent information from up to (or possibly over) a light- year's distance. Such factors will greatly influence travel within any stellar system — possibly the entire course of events therein, and lend each system an individuality above and beyond planetside. The stellar system readout sheet is designed to back up the stellar system generation and maintenance rules. Blank copies may be distributed to players when sensing begins (or the proper reference program is accessed), and filled in as the data becomes known.

1.1 SYSTEM IDENTIFICATION

The information listed at the top of the readout is used to locate the system entry in the Reference program, and will usually be known by the players before a more detailed study begins.

1.11 COORDINATES

The location in space of any stellar system can be quantified by use of the Terran Coordinates Code; a series of three measurements denoting the stellar primary's position in all three dimensions, relative to the Sol System's location in the galaxy. The first is the star's distance (in light-years) from Sol along the X axis (running left to right on the ***Space Master*** Star Map). Positive X coordinates lie to the right [Galactic Rimward] of Sol, while negative numbers are on the left [Galactic Coreward], in the same manner: positive numbers toward the top of the Star Map [Galactic Spinward] and negative ones toward the bottom [Galactic Antispin-ward]. Finally, the third number measures along the Z axis. Stars with positive Z coordinates are located above the Star Map [Galactic North] (toward the viewer), and those with negative Z coordinates are below it [Galactic South]. Therefore the Star Map itself represents the plane defined by all points for which Z = 0).

1.12 PROVINCES

Within the borders of the Terran Empire, every system is part of a Province or Imperial territory. The Frontier is divided into twenty-four Frontier Zones (designated by the radial divisions around the edges of the Star Map), and these, like the Imperial Core, are subdivided into Sectors named by their most central star. (For example: "FZ:23/Matay Sector", etc.)

1.13 FORM

Designates the central structure of the system: Solitary, Binary, Cluster, Black Hole, etc. (Fill in after data is determined.)

1.2 STELLAR DATA

The information in this section of the readout brings the star(s) within the system into clearer perspective: some of these procedures supply data which is merely descriptive, while others are very important spectroscopic calculations, the values of which will definitely influence travel to, from, and within the stellar system, as well as the structure of the system itself.

1.21 NAME/NUMBER

Toward Sol and the Inner Provinces, stars by and large still retain the ancient names given them by the astronomers and sages of PreImp. Terra, who divided the night sky into constellations and ranked the stars within each constellation, from the brightest to the dimmest, with letters from the Greek alphabet (i.e., Alpha Centauri, Delta Cassiopeiae, etc). Binary stars, discovered much later, took the names of their discoverers and/or reference numbers, and variable stars received capital letters and the name of the constellation they belonged to. These doctrines of nomenclature, due largely to convention, are still in use throughout the Empire, although the constellations have shifted somewhat and many new constellations can be seen from Terra (thanks to advances in astronomic technology). On the Frontier, stars often take the name of the first Province to claim them, followed by a reference number, or the first being who discovered and recorded their presence. Different cultures will, of course, have different names for (and methods of naming) stars. Five spaces are provided on the Stellar System Readout to accommodate a large cluster on one form, if such an arrangement occurs.

1.22 CLASS AND TYPE

The spectral class (color and temperature) and stellar type (sequence) of any star are determined as per the procedure below. Two distinctions must be made, however: first, although the temperature rating of a star is indeed denoted by a digit from zero to nine, a temperature rating of zero indicates the hottest stars within a class, and nine indicates the coolest. Secondly, due to the rather peculiar manner in which stars burn up hydrogen and slowly move from one sequence to the next, there are no stars of spectral class M or K which lie within the sub-giant sequence. Therefore, if seven is rolled for any type M or K star (indicating a stellar type IV), ignore it and roll again.

STELLAR BODY FREQUENCY

Make one high open ended roll to determine the star's spectral class. Once that is determined, roll one percentile die to determine the star's relative temperature rating within the spectral class. In this case, 0 is low and 9 is high.

1.23 BRIGHTNESS, RADIUS AND MASS

Important stellar parameters used for description and astrogation, these numbers will immediately be noted in any stellar survey, and can be easily calculated even from light-years away. All are stated in terms of Sol.

THE HERTZSPRUNG-RUSSELL DIAGRAM

The columns each denote a spectral class, from temperature rating 0 to 9. The hottest stars are on the left, coolest on the right.

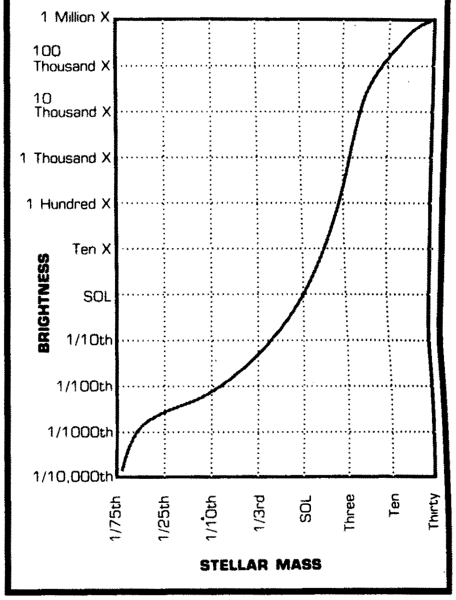
Each of the five curves denotes one of the five stellar types. To locate a star on the diagram, look down the appropriate column (the left side for temp 0, the center for 4 or 5, etc) until the curve designating the correct stellar type is reached.

Brightness is determined on the left side of the diagram, by the horizontal lines.

STELLAR BODY FREQUENCY CHART

Roll	Spectral Class	Notes
01-75	M (0-9)	
76-81	K (0-9)	
82-86	G (0-9)	
87-91	F (0-9)	
92-95	A (0-9)	
96-120	Cluster.	Roll for 1-5 random stars within significant gravitational influence of one another.
121-140	B (0-9)	
141-160	O (0-9)	
161-180	N (0-9)	
181-200	S (0-9)	
201+	Phenomenon.	Mostly brown dwarfs, but also includes black holes,neutron, dwarf, pulsar and variable stars, and nebulae.

MASS-LUMINOSITY DIAGRAM



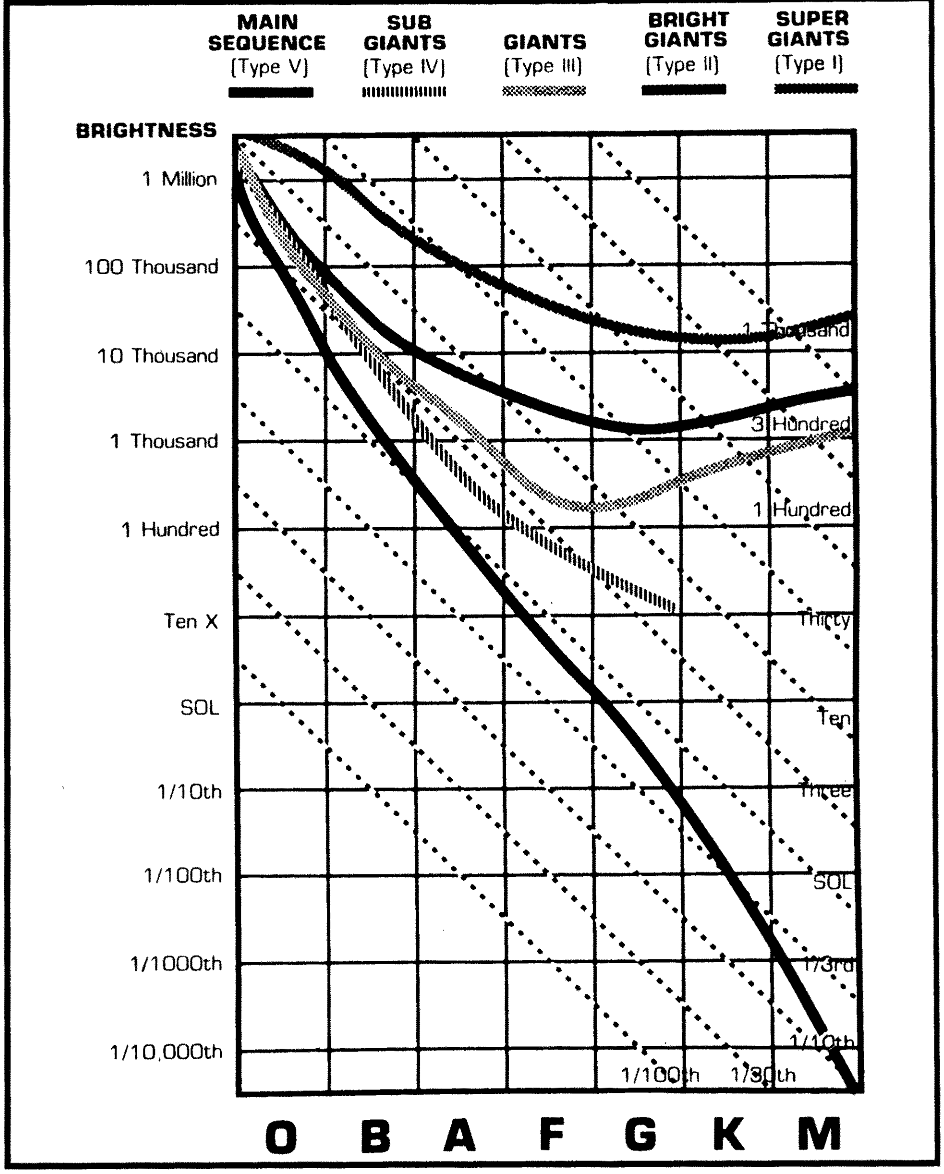
Radius is determined on the right side, by the dotted diagonal lines.

Once the star's brightness is known, its mass can be determined. This is done on the mass-luminosity diagram . The left side of the diagram is the same as its counterpart on the H-R diagram above. Locate the point where the star's brightness intersects the curve, and look down to determine the stellar mass (in terms of Sol).

1.24 GRAVITY WELL

It is important for pilots of hyperspace-capable vehicles to realize the dangers of entering (or exiting) hyperspace too near any object of such incredible mass as a star (for a better idea of these dangers, see 8.21). The gravitational effect of such a mass bends the fabric of space-time around it in what is called a well (the well-known illustration of how this works involves setting a heavy ball onto a stretched elastic gridwork; the very axii by which the grid is held together are stretched into a hollow which holds the ball.) The radius of any given gravity well is usually measured in Astronomic Units (1 AU = 150 million kilometers). The astrogator of any hyperspace course should determine the gravity well of the nearest star, as well as the star nearest the destination, before the journey begins. The formula is Routine (+30) for any character with Astrogation skill, and is based directly upon the stellar radius (as determined above): G Well Radius = R x 3.74AU (therefore Sol's gravity well has a radius of 3.74AU).

HERTZPRUNG-RUSSELL DIAGRAM



STELLAR SYSTEM READOUT

Coordinates: / / Province: Form:

STELLAR DATA

Name/Number	Class	Type	B	R	M	G-Well	Description

SYSTEM DATA

of Satellites:

Planets in Ecosphere

Eccentricities:

System Resources:

Singularities, Observations:

PLANETARY DATA

#	Name	OR	Type	Circ	D	G	E	Day	lYr	Atmos	Hydro	Clim	Bio

PLANETARY READOUT

Planet Name:

Primary: Primary Class: Primary Type:

Descriptive Notes/Overview:

Circumference:	Province:	Port(s):
Satellites:	Status:	Density:
Orbital Radius:	Population:	Gravity:
STD Hrs Pr Day:	Productivity:	ESC Velocity:
STD Days/Year:	Production Emphasis:	
Local Days/Year:		

ENVIRONMENT

Atmosphere:

Hydrosphere:

Climate:

Biosphere:

Radiation:	Volcanism:	Meteor Infall:

Notes:

HISTORY

Discovery:

Notes:

OPERATIONS

Security Level:	Acquisition:	Merchandising:

Notes:

1.25 DESCRIPTION

This is a simple verbal clarification of factors already determined to aid the GM in describing what the star looks like (many players won't understand "F2 V"). The description is always in two parts. First, the star's color is determined by the spectral class, as shown on the chart.

***Note:** spectral class and temperature ratings are listed here from hottest to coolest. The ages-old mnemonic for the order of class codes is "Oh Be A Fine Girl, Kiss Me Now Sweetheart.")*

The second half of the the stellar description is the star's sequence, which is indicated by its type code. The sequence tells us how large and how old the star is, for as stars get older (burning off more and more hydrogen and converting it to helium), they go through distinct physical stages which progress from the original ("main") sequence to the "super-giant" sequence. This process takes millions of years, and generally ends with the nearly burnt-out star becoming a "dwarf" (the brightness, radius and mass of a dwarf star will be from one to 100 times less than those of a type V star of the same class). For a listing of the stellar sequences in order of appearance and their relation to the stellar type codes, see **Determining Stellar Type** below.

Determining Stellar Type

Once the spectral class of the primary has been determined, find the stellar type by rolling one percentile die:

STELLAR TYPE CHART

Roll	Result
1-6	(V) Main sequence star
7	(IV) Sub-giant
8	(III) Giant
9	(II) Bright
10	(I) Super-giant

SPECTRAL CLASS CHART

Class	Color
O	Extremely bright blue-white
B	Very bright blue white
A	Blue-white
F	White; from bluish (temp 0) to yellowish (temp 9)
G	Yellow; from whitish (temp 0) to orangish (temp 9)
K	Orange; from yellowish (temp 0) to reddish (temp 9)
M	Bright red; toward orange at the hot end (temp 0)
N	Deep (temp 0) to dull (temp 9) red
S	Dim red

1.3 SYSTEM DATA

This section of the stellar system readout deals with the physical structure of the system as a whole. Stellar systems in general follow few rules of structure; it is recommended that the GM play with the various possibilities in each of these subsections as desired.

1.31 NATURAL SATELLITE DETERMINATION

Performed utilizing the charts **Natural Satellite Determination** and **Satellite Type** below.

Natural Satellite Determination

Find the spectral class along the top of the chart and then roll to find the natural satellite grouping and number:

If a Companion Star is indicated, use the **Companion Star Class Modifier** and **Companion Star Type Modifier** Charts to determine modifiers to the companion's class and type rolls. Primary stars (around which the Companions orbit) of Class O through G may possess planetary satellites in addition to Companion Stars. For such systems, note the presence of the companion, and reroll on the Natural Satellite Grouping table for the possibility of planets (dividing the roll by two). If planets are indicated in such a system, the orbit of the Companion Star is likely to be very near the primary (well within the orbital radius of the first planet). To determine whether this is the case, roll 1D10. If the result is equal to or lower than the primary's type code, the Companion is near (i.e., for a primary of class IV [subgiant], a roll of four or lower indicates a near Companion).

COMPANION STAR CLASS MODIFIER CHART

Primary's Class	Modifier To Class Roll	Hottest Companion Class Allowable
O	-10	F
B	-15	G
A	-15	G
F	-50	M
G	-30	M
K	-25	M
M	-20	M
N	-50	N
S	-100	S

***Notes:** An adjusted total of -25 to 0 indicates a companion of class N. Below -25 = class S.*

NATURAL SATELLITE DETERMINATION

Satellite Grouping	Spectral Class								
	S	**N**	**M**	**K**	**G**	**F**	**A**	**B**	**O**
None	01-95	01-95	01-75	01-50	01-20	01-20	01-25	01-35	01-45
1-10 satellites	—	96-100	76-95	51-70	21-75	21-80	26-70	36-64	46-54
1-10 satelllites (all uninhabitable)	96-100	—	—	—	—	—	71-95	65-95	55-95
3-12 satellites	—	—	—	71-95	76-95	81-95	—	—	—
Companion Star (roll for type)	—	—	96-00	96-00	96-00	96-00	96-00	96-00	96-00

As usual, this roll is open-ended, but if the total indicates a star of a hotter class than the stated maximum, the roll is ignored and the maximum class is used instead.

COMPANION STAR TYPE MODIFIERS CHART	
Primary's Type	Modifier to Type Roll
V	-4
IV	-3
III	-2
II	-1
I	+0

***Notes:** An adjusted total of zero or less indicates a dwarf or subdwarf type (see above for stellar data on dwarfs). If the primary star is a dwarf, the Companion will also be.*

Additional Planetary Data is determined in the **Planet Generation Section.**

1.32 SYSTEM RESOURCES

To be filled in after planetary data is known. A general rating (i.e., "poor," "average,", "extremely high," etc.) may be used to indicate the system's raw value and desirability. Systems with dense planets, wide ecospheres, or flourishing biospheres will generally have more in the way of resources than most.

1.33 SINGULARITIES/ OBSERVATIONS

Here may be recorded any peculiarities of the system which are not covered elsewhere on the readout. Players may wish to use this space to write down any notes or quandries their characters may have, or to record their own theories based upon the data they manage to accumulate. Note that a "singularity" could be anything from an ancient alien vessel to a previously unknown type of celestial body. Used with care, such "mysteries" can generate entire adventures, and lend individuality to the overall campaign.

2.0 PLANET GENERATION

Certain calculations in this section require information on the stellar primary of the planet in question, which should be determined beforehand (Section 1.0, stellar systems generation). The planetary data section of the *stellar system readout* should be filled in with information like that determined here. The *planetary readout* form also includes spaces for this data, as well as any more specific notes. The GM may wish to allow player characters attempts to access this information by use of scientific skills or computer reference programs. If so, the PCs must succeed in a static maneuver modified by the specific skill(s) used and a Difficulty Level set by the GM.

***Note:** The GM may see fit to apply additional modifiers, or conceal or misrepresent some information, depending upon the amount known about the planet, the origin of the computer reference program, and the Mk. of the computer. (of course, some planets may have been purposely removed or misrepresented.) These options are left up to the GM as befits the adventure.*

The descriptive notes/overview section of the planetary readout may be used as the GM sees fit, to summarize the general impression he or she wishes the planet to exude. Any alternate names for the planet might also be placed here.

2.1 ORBITAL RADIUS

The mean orbital radius (OR) of a given satellite is measured in Astronomic Units (AU). One AU (the OR of Terra) equals 150 million kilometers, or 93,225,000 miles. The base OR of the first (innermost) orbit is determined by rolling 4d10 and dividing by 100, then applying the multiplier found on the **First Orbit Multipliers** Table.

Cross-index the stellar primary's class and type codes to determine the multiplier.

The OR of each satellite helps determine the OR of the next satellite out, as each orbit is approximately twice as large as the last one (for ease's sake, you may wish to simply multiply each by two and round down).

For more varied and system-specific determination of OR's, roll 2D10, averaged, and divide this number by ten (giving you a resultant range of 0.1 to 1.0), then add this number to 1.4. The total derived (from 1.5 to 2.4) is multiplied by the previous OR.

Either process is repeated until the OR of each satellite has been noted.

2.2 SATELLITE TYPE

Once the number of satellites has been determined, we can determine the planet type. Because of the way stellar systems form, heavier elements condense closer to the star, while lighter elements such as ice and gases condense further out. Thus, there is a tendency towards rock planets in the inner orbits and gas giants in the other ones. While asteroid belts can occur anywhere, they are often in the inner and middle areas because of the increased tidal disturbances from the star. Check for the satellite type by rolling percentile dice. Across the top of the chart is the planet in question's approximate percentage of the way out from the stellar primary (always round towards extremes).

***Example:** If there is one planet in the system, it is in the 41-60% range. If there are two planets, one is in the 01-20% range, one is in the 81-100% range.*

FIRST ORBIT MULTIPLIERS TABLE

TYPE	V	IV	III	II	I	DWARF
O	20	30	45	50	100	1.5
B	15	25	30	30	70	1
A	1	1.5	2	4	30	1
F	1	1	2	3	20	1
G	1	1	2	4	30	1
K	1	1	2	5	35	1
M	1	1	10	20	60	1
N	1	1	12	25	60	1
S	1	1	15	30	60	1

SATELLITE TYPE CHART

Roll	Result				
	01-20	21-40	41-60	61-80	81-100
01-15	asteroid belt	rock planet	rock planet	rock planet	rock planet
16-30	rock planet	asteroid belt	rock planet	rock planet	gas giant
31-70	rock planet	rock planet	asteroid belt	gas giant	gas giant
71-85	rock planet	rock planet	gas giant	asteroid belt	gas giant
86-95	rock planet	gas giant	gas giant	gas giant	rock planet
96-100	empty orbit	empty orbit	empty orbit	empty orbit	empty orbit

2.3 ECCENTRICITIES

The standard orbit is a slightly ellipsoid shape, or a slightly off-center egg shape. Few orbits are actually circular, but most are close enough to enable us to use their mean orbital radius as a standard. Some orbits, however, are of so peculiar a nature as to be worth noting. Some, most often those of "captured" planets (planets which wandered into a stellar system and were caught by the gravitational pull of the primary), lie on a plane of their own, tilted askew from those of their neighbors. Some are more, or less, rounded than the others.

To determine whether any of the satellites rolled were originally "strays" or "captured planets," roll 1d100 and add the primary star's mass +30. A total of 101 or better indicates a captured planet (determine which by rolling randomly amongst the satellites determined). If so, another roll is allowed at +20 (instead of +30). If this roll indicates a second captured planet, a final roll is allowed, this time at +10. Captured planets are inclined to have eccentric orbits, peculiar climatic patterns, and other bizarre features.

The distribution and placement of any eccentric orbits is left to the GM's discretion. However, the planets of massive stars are much less likely to have eccentric orbits than planets of weaker stars, unless said planets were captured. Note any of the above eccentricities by orbit number on the readout.

2.4 CIRCUMFERENCE

Recorded in terms of a base circumference times an exponential power of ten ($2.3 \times 10^3 = 2300$). For Rock planets this exponent will usually be 4, but may be 3 or 5, depending on planet size. for Gas Giants the exponent will usually be 5, but may be 4 for small examples. The procedures differ for each type, and are detailed thus:

For rock planets, roll 1D100 high open-ended, twice and average the results.

— If the total is less than 20, the planet is very small. Divide the total by 2 to determine the base circumference; the exponent is 3.

— If the total is greater than 19 and less than 200, divide it by 20 for the base circumference; the exponent is 4.

— If the total is 200 or greater, the planet is extremely large. Divide the total by 200 to obtain the base circumference; the exponent is 5.

For gas giants, roll 1D10 twice and average the results, then add 1/4 of the stellar primary's mass.

— If the total is less than 2, the Gas Giant is a very small one. Multiply the total by 5 to determine the base circumference; the exponent is 4.

— Otherwise, divide the total by 2 for the base circumference; the exponent is 5.

Since the circumference of asteroids in a belt will differ greatly from one to the next (anywhere from under 1 to over 1000 kilometers), the total number of asteroids in a belt is more important than the size of any single one. To determine this number roll a D10, add the total number of non-empty orbits in the system, and multiply by 1000.

2.5 DENSITY

Used to determine the gravity, escape velocity, and resource value of a planet (planets with greater densities will generally have a higher distribution of platinum, titanium, and other valuable heavy metals). The density of Rock planets and Gas Giants differ greatly (the density of Jupiter is only about 1 1/3 that of water!), and are determined in slightly different ways, as shown below:

For rock planets and asteroid belts, roll 2D10.

— If the (unmodified) total is less than 20, divide it by 10 to obtain the density.

— If the (unmodified) total equals 20, roll again adding 10 to the result (This process may be cumulative if "20" is rolled more than once, in which case the modifier would be +20 the second time, +30 the third, etc.). When a roll of less than 20 is achieved, add the current modifier and divide that total by 10 to obtain the density.

For gas giants, the process is much the same, but the end total is divided by 50 instead of 10.

BASE GRAVITY TABLE

Circum	BG	Circum	BG	Circum	BG
1×10^3	Negl	1×10^4	.25	1×10^5	2.5
2×10^3	Negl	2×10^4	.5	2×10^5	4.25
3×10^3	Negl	3×10^4	.75	3×10^5	6.5
4×10^3	.1	4×10^4	1	4×10^5	8.5
5×10^3	.12	5×10^4	1.25	5×10^5	10
6×10^3	.15	6×10^4	1.5	6×10^5	13
7×10^3	.18	6×10^4	1.75	7×10^5	15
8×10^3	.2	8×10^4	2	8×10^5	17
9×10^3	.22	9×10^4	2.25	9×10^5	19

2.6 GRAVITY AND ESCAPE VELOCITY

The gravity of any planet is dependent upon the size and density of that planet. To determine the base gravity, consult the **Base Gravity Table** (round the planet's circumference to the nearest whole number), and then multiply the number shown by the planet's density to determine the mean (surface) gravity.

Consult the column on the **Base Gravity Table** which corresponds to the circumference exponent of the planet in question. The (rounded) base circumference denotes the base gravity (BG).

Note: *For accuracy's sake you may wish to prorate the values given rather than rounding the circumference.*

Once the planet's gravity is known, the escape velocity (the speed in kilometers/second which must be equalled or exceeded in order to leave the planet) may be determined. Simply multiply the planet's gravity by eleven (escape velocity for Terra is approximately 11 KPS). Any vessel which is unable to meet ESC velocity will be forced to remain within the planet's own gravitational field or hyper-shunt from within the gravity well (a dangerous proposition at best!)

2.7 PLANETS WITH AN ATMOSPHERE IN STELLAR ECOSPHERE

Determined as per the chart below. Remember that the ecosphere determined need not apply to human life, or life as we know it. Generally, the only stars which are capable of supporting a naturally human-comfortable ecosphere (in terms of temperature and background radiation, etc.) are spectral class F through M.

A primary's stellar ecosphere is defined as an imaginary orbital belt around a sun within which a planet would receive an amount of stellar radiation favorable for the existence of a given lifeform. Each different species would have its own favored stellar ecosphere dependent on its racial tolerances and atmospheric shielding.

To determine the number of planets within the stellar ecosphere which are surrounded by an atmosphere (and therefore might be able to support life), make a D100 roll and check the results below. The chart assumes that only Rock Planets may sustain an appropriate atmosphere; also, planetary satellites said to be uninhabitable by the **Natural Satellite Determination Table** are exempt.

PLANETS IN STELLAR ECOSPHERE CHART

Roll	F	G	K	M
01-15	0	0	1	0
16-30	0	1	1	0
31-70	1	1	2	1
71-85	1	2	2	1
86-95	1	2	3	1
96-100	2	3	4	2

2.8 ENVIRONMENTAL PARAMETERS

If the result from 2.7 indicates that there is at least one hospitable planet in the stellar ecosphere, use the chart below to generate its environmental parameters. Begin at the left with Atmosphere, and proceed to the right hand column only if an asterisk (*) result is obtained. The roll on this chart is open-ended on both the high and low ends. Keep in mind that a separate roll is made for each column.

ENVIRONMENTAL PARAMETERS CHART

Roll	Atmosphere	Hydrosphere	Climate	Biosphere
less than 01	Atmosphere is presently escaping the planet.	No standing water.	This place is an Iceball	Biotoxins in atmosphere They are so exotic as to be normally undetectable.
01-20	Plethora of toxic trace metals and gases in atmosphere.	World is predominantly desert.*	Arctic climate prevails.*	Biotoxins in atmosphere.
21-40	Exceedingly thin atmosphere.	Arid.*	A cool temperate mix.*	No life.
41-60	Predominantly chlorine.	Semi-arid.*	Temperate mix.*	No life.
61-80	Mainly ammonia and methane.	Balanced.*	A warm temperate mix.*	No life.
81-100	Predominantly carbon dioxide.	Ocean World.*	Hot.*	Proto-organisms.
101-150	Oxygen/Nitrogen/ Carbon dioxide and contaminants.*	Water vapor is major component of atmosphere.*	Greenhouse Inferno.	Proto-organisms and plant-like life.
151-239	Oxygen/Nitrogen with few contaminants.*	Water vapor is major component of atmosphere.*	Variable due to an eccentric orbit.	Non-sentient lower life forms.
240-249	Oxygen/Nitrogen with significant ozone component in stratosphere.*#	Water vapor is major component of atmosphere.*	Variable due to an unusual rotation period.*	Sentient beings present. Developmental stage should be chosen/generated.
250+	A thick atmosphere which is predominantly oxygen and nitrogen.*#	Water vapor is major component of atmosphere.*	Hellish.	Highly evolved or unusual life form

* - Roll on the next column to the right only if asterisk present.
# - If a biosphere roll is required, add 100 to the roll.

If a GM or the players decide that a world should be explored, the GM can assign the planet unique characteristics to suit his vision of it. Some factors worth considering are: gravitational pull, atmospheric pressure, local climatic anomalies, orbit eccentricity, axial tilt, orbital period, rotational period, radiative permeability of atmosphere, weather patterns, currents, tides, and moons. The **Star System Generation** guidelines will be enough for the GM to quickly "roll-up" a system on the spur of the moment, but the more time that the GM puts into developing his game locations, the more detailed his descriptions can become.

2.81 TEMPERATURE TABLE

The following chart gives temperature ranges for a variety of locales. The GM should (a) note the size of the range, (b) roll the dice, and (c) apply the results with high rolls corresponding to high temperatures. Each planet's year has been broken into 10 relatively equal portions known as months. Please note that the count of the month is dependent upon the hemisphere occupied for the purposes of determining temperature ranges. The beginning of month 1, for the given hemisphere, corresponds to the equatorial equinox which leads to that hemisphere's summer solstice. The beginning of month 6 then corresponds to the equatorial equinox which leads to that hemisphere's winter solstice. It should then be clear that the beginning of month 1 for the arbitrarily designated "northern" hemisphere, would be the beginning of month 6 for the "southern" hemisphere. Planets with no axial tilt will not experience the seasonal temperature range changes represented on this chart (they will constantly have a month 1 or month 6 temperature distribution). Planets with extreme axial tilts will experience temperature ranges far in excess of the ones given here (the GM may want to almost double the extreme temperature possibilities). Planets with extremes in rotational periods will undergo unusual temperature conditions. Fast spinning planets will have more constant day and night temperatures, while slow spinning planets will experience plummeting night temperatures and skyrocketing day temperatures. The GM will have to adjudicate these unusual conditions.

Temperatures are given in degrees centigrade.

2.82 WIND AND WEATHER

The wind and weather chart illustrates the effects of wind on land and water surfaces. The dice rolls are open-ended.

Subtract 10 from rolls made for all-sea areas, and subtract 5 from rolls made for coastal regions. An (*) result is never modified due to locale.

TEMPERATURE TABLE

MONTH	HOT	WARM	TEMPERATE	COOL	ARCTIC
1	35-40	20-35	5-15	(-10)-0	-(30-10)
2	35-45	20-35	10-20	(-5)-5	-(25-5)
3	40-55	25-40	15-30	0-15	(-15)-0
4	55-60	35-45	20-35	5-15	(-5)-10
5	50-55	30-40	20-30	5-10	(-5)-0
6	40-50	25-30	10-20	0-10	-(10-5)
7	35-40	20-30	5-15	(-5)-0	-(20-10)
8	25-35	15-25	(-10)-5	-(20-5)	-(40-20)
9	20-25	15-20	(-30)-5	-(40-20)	-(50-30)
10	25-35	15-25	(-5)-10	-(40-5)	-(45-25)

2.83 PRECIPITATION TABLE

The following chart gives the precipitation means and probabilities for a variety of locales. GMs should note that the numbered months represent trends and no more. See the discussion in the **Standard Temperature Chart** for a definition of the month structure used in ***Space Master***.

The first figure represents the mean precipitation in centimeters for an arbitrary standard 36.5 day month; the parenthetical value is the probability percentage. Rolling equal to or less than the probability number indicates that there will be precipitation that day. The lower the number rolled, the heavier the quantity the precipitation over the given time period.

Note that the precipitation type will be dependant on the chemical make-up of the geosphere and the climate. On some planets it may snow methane crystals, or even rain liquid nitrogen, but this is up to the GM to decide. For the purposes of water planets (hopefully the ones that the players will be hanging around most often), precipitation will be in the form of rain if the temperature is above 0, sleet at 0, and snow if the temperature is below 0 degrees centigrade. When it snows there is a 1% chance of hail, and a 4% chance of an ice storm. An asterisk (*) indicates that the precipitation is in the form of a mist, dew or fog 50% of the time.

WIND AND WEATHER TABLE

Roll	Wind Speed	Type	Wave Form/ Height	Effects at Sea	Effects on Land
100+	under 1	Still	None	None	None
99-100*	under 2	Calm	None	Sea like mirror.	Calm; smoke rises vertically.
86-98	2-6	Light air	Calm, glassy 0	Ripples with appearance of scales; no foam crests.	Smoke drift indicates wind direction; vanes do not move.
66-85	8-12	Light breeze	Rippled, under 1	Small wavelets; crests of glassy appearance; not breaking.	Wind felt on face; leaves rustle; vanes begin to move.
46-65	13-18	Gentle breeze	Smooth, under 1	Large wavelets; crests begin to break; scattered whitecaps	Leaves, small twigs in constant motion; light flags extended.
31-45	19-30	Moderate breeze	Slight, 1	Small waves, becoming longer; numerous whitecaps.	Dust, leaves, and loose paper raised up; small branches move.
21-30	31-40	Fresh breeze	Moderate, 1-2	Moderate waves, taking longer form; many whitecaps, some spray.	Small trees in leaf begin to sway.
16-20	41-52	Strong breeze	Rough, 3-4	Larger waves forming; white-caps everywhere; more spray.	Larger branches of trees in motion; whistling heard in wires.
11-15	53-65	Moderate gale	Quite Rough, 4-5	Sea heaps up; white foam from breaking waves begins to be blown in streaks.	Whole trees in motion; resistance felt in walking against wind.
06-10	66-80	Fresh gale	Very rough, 5-6	Moderately high waves of greater length; edges of crests begin to break into spindrift; foam is blown in well-marked streaks.	Twigs and small branches broken off trees; progress generally impeded.
(-49)-05	81-94	Strong gale	Extremely Rough, 6-7	High waves; sea now rolls; dense streaks of foam; spray may reduce visibility.	Slight structural damage occurs; slate blown from roofs.
-(75-50)	95-110	Whole gale	High, 7-10	Very high waves with overhanging crests; sea takes white appearance as foam is blown in very dense streaks; rolling is heavy and visibility reduced.	Seldom experienced on land; trees broken or uprooted; considerable structural damage occurs.
-(100-76)	111-125	Storm	Very high, 11-15	Exceptionally high waves; sea covered with white foam patches; visibility still more reduced.	
-(150-101) -(175-151) -(200-176) -(250-201) -(300-251) ≤(-301)	126-140 141-160 161-180 181-220 201-220 221+	Hurricane	Phenomenal, over 15	Air filled with foam; sea completely white with driving spray, visibility greatly reduced.	Very rarely experienced on land; usually accompanied by widespread damage.

2.84 STANDARD HOURS PER DAY

Since the rotational period of any given planet is a large variable affected by not only the size and density of the planet, but also the number and sizes of its moons and the other planets in the system. For ease's sake only the first two factors may be taken into account. Since size (circumference) and density are the factors which determined gravity (see above), it is expedient to use the gravity as a multiplier here (GMs who wish to be painstaking may apply any modifiers they see fit). Simply roll 1D100 open-ended, and multiply the result by the planet's gravity (if gravity is "negligible," multiply the result by 0.1) to determine the number of hours in one planetary rotation. If the number thus derived is zero or less, the planet has an unusual rotation scheme (it may keep the same face toward the stellar primary at all times, spin more or less "on its side," or rotate in a retrograde fashion, etc). The length of the rotation period will have a major effect on the planet's temperature and weather patterns, not to mention any lifeforms on planetside.

2.85 STANDARD DAYS PER YEAR

The primary factors which determine the orbital period of any given planet are its orbit's radius and the mass of the stellar primary (or the combined masses of both central stars in a binary system). Although the gravitational effects of neighboring planets, moons, comets, etc., (not to mention in-system collisions) may influence the orbital period to a great degree, these factors are too random to be easily quantified and are therefore left to the GM to apply as modifiers if desired.

Accurately determining the length of a planetary year is not a simple process, but it is a straightforward one. To begin with, take the cube of the planet's orbital radius (OR x OR x OR), and divide it by the mass of the primary. Then find the square root of this number. The total thus derived is the planet's orbital period in actual earth years. To translate this figure into standard Imperial days, multiply it by 350.

PRECIPITATION TABLE

MONTH	RAINY	HUMID	TEMPERATE	WET/DRY	DRY	ARID
1	27 cm	10 cm	4 cm	2 cm	1 cm	-
	(90)	(75)	(15)	(08)	(02)	(01)*
2	18 cm	12 cm	5 cm	6 cm	1 cm	-
	(80)	(85)*	(20)	(20)	(02)	(01)*
3	10 cm	14 cm	8 cm	8 cm	3 cm	-
	(40)	(80)	(30)	(30)	(07)	(01)*
4	5 cm	10 cm	8 cm	12 cm	4 cm	-
	(20)	(75)	(30)	(45)	(15)	(01)*
5	4 cm	16 cm	6 cm	13 cm	4 cm	-
	(15)	(95)*	(25)*	(50)	(15)	(01)*
6	8 cm	15 cm	9 cm	28 cm	2 cm	-
	(20)	(90)	(35)	(95)	(10)	(01)*
7	13 cm	8 cm	6 cm	30 cm	2 cm	-
	(50)	(40)	(25)	(99)	(10)	(01)*
8	28 cm	6 cm	6 cm	18 cm	1 cm	-
	(90)	(25)	(25)	(70)	(02)	(01)*
9	30 cm	5 cm	5 cm	2 cm	-	-
	(90)	(20)	(20)	(10)	(01)	(01)*
10	28 cm	6 cm	4 cm	1 cm	-	-
	(90)	(25)	(15)	(02)	(01)	(01)*

Rainy - Hot or warm; one dry month; wet the rest of the year; frequent heavy rains.

Humid and **Temperate** - Precipitation in all seasons; light to moderate precipitation spread over many days, although heavy downpours occur on occasion; heavy fogs in highlands or along coast lines.

Wet and Dry - Distinct and extreme wet and dry seasons; little or no precipitation during the dry period.

Dry - Areas with cold or hot climates; modest precipitation concentrated during warm moderate temperature periods; dry the rest of the year.

Arid - Extremely cold or hot areas; light to negligible precipitation; rapid evaporation or ground absorption in the hot regions.

To determine the number of local (planetary) days in a local year, multiply the number just derived (DPY) by twenty-five (the number of standard hours in an Imperial day), and divide the total by the HPD (standard hours per day - see above).

2.86 SATELLITES

Generally speaking, the number of moons or rings found orbiting around any planet increases the farther that planet is from its stellar primary (this is because the radioactive and gravitational forces of the stars tend to destroy such small objects as moons rather quickly). Therefore, the planet's orbit number (counting outwards from the stellar primary) is the most important factor in determine the number of satellites any given planet possesses. The methods of doing so differ, depending upon the type and size of the planet concerned, and are detailed on the following pages.

For rock planets and small gas giants (those with a circumference exponent of 4), multiply the orbit number by ten. This is the percentage chance that the planet possesses a moon (roll this number or lower on 1D100). If the moon is indicated, another may be present. Divide the original percentage chance by two, and roll again. This may continue indefinitely (with the percentage chance being halved each successive roll), as long as the rolls are "successful," but ceases as soon as the roll exceeds the number needed.

For all other gas giants, multiply the planet's Base Circumference (disregarding its exponential factor of ten) by 5 and round to the nearest. This is the maximum number of moons which that planet may possess. Roll 1D10 open-ended (note: this may result in a negative number), and add the result to the planet's orbit number.

— If the total is zero or less, the planet possesses no moons. If the total is between 1 and the maximum, that total is the number of moons present.

— If the total exceeds the maximum, the maximum number of moons are present.

In addition to moons (or lack of them), any planet may also possess rings. The planet's orbit number times the number of moons present (or 1, whichever is greater) equals the percentage chance of rings being present. The nature and complexity of the rings is left up to the GM to decide, but in general, the greater the gravity of the planet, the larger and more complex the rings will be. Proximity to an asteriod belt also increases the chances of a ring system.

The number of moons and existence of rings should be recorded on the planetary readout under "satellites."

3.0 ENCOUNTER GENERATION

3.1 RANDOM RACIAL/ CULTURAL GENERATION

The task of populating so vast an area as the Empire may seem a daunting one, and justly so — there are several hundred stars on the Star Maps, and these constitute only the most significant stellar systems (either for astrographic and/or political reasons). Many of these systems will possess native or immigrant lifeforms, some of them sentient. Each of the Royal Houses (there were twenty-seven of these as of the Empire's consecration) is considered to possess a culture of its own unique type, often descended from one or more old Earth cultures. On the Frontier, over a hundred lesser Clans and dozens of independent groups can be found, each (again) possessing its own culture, and possibly constituting a race unto itself. Add to this any truly alien races you wish to include in the Campaign (depending on your personal taste) and the immensity of the chore becomes almost staggering — how can you possibly do it all?

The answer, common to all forms of adventure fiction, is that you *don't* do it all — you create in detail the races and cultures which your players will be dealing with most often (Any of the ***Space Master*** Campaign Modules contain races which were specially designed for this purpose), and you toss in additional races as the Campaign progresses and the Players move further from the Campaign's "starting point". New races can be added (or implied) at any point along the way.

Such areas as Deepspace Outstations, Cantinas, Spacefaring Ports, etc provide ideal backgrounds for the introduction of colorful and exotic beings, many of which might be played "by ear" — totally improvised (of course, it is unwise to deal so arbitrarily when the race in question plays a major part in the Adventure at hand). As the Campaign goes on, take some time to flesh these ideas out — these originally scant or "two-dimensional" personae may just provide the core ideas behind a new culture. You should try to stay a bit ahead of your Players (obviously), but this does not mean that you must populate the entire Empire before you let them run around in it — just try to keep a few new races/cultures/ environments "on reserve" at any given time. Take ideas from your favorite SF books and films, develop your own fantastic concepts — the ***Space Master*** system is designed for just this sort of flexibility and creativity.

The following system was designed to serve as a "springboard" for such new races and cultures. Each column details a significant cultural aspect, and the columns are rolled on in order from left to right. (1 D100 is used in all cases. The roll is usually modified, and is **always** Closed-Ended unless otherwise stated.) By following the procedures denoted below and applying a bit of imagination, all manner of diverse (and not-so-diverse) societies may be created.

Note: *Results obtained form the* ***Random Racial Generation Chart*** *were never intended to serve as anything but prompts for the imagination — if a roll doesn't make sense, or you come up with a better idea, then by all means ignore the chart! This is especially true when the race in question will probably play an important role in the Campaign — such "keystones" should never be created by completely arbitrary means.*

RANDOM RACIAL GENERATION CHART

Roll	Basic Type	Racial Origin	Kinship Structure	Values	Polit. Structure
Up to 0	Known humanoid race (-15)	Imperial colonists/ secessionists/ subjugates (-8)	Mates only; young are born viable or raised in unusual style	Warfare/physical domination/geno-cide (-20)	None; anarchy and chaos/collapsed government/total opportunism
01-30	Known transhuman or replicant race (-10)	Provincial colon-ists/secessionists/ subjugates (-5)	Nuclear family: 1-5=paternal 6-9=maternal 0=both/other	Possession of land/ planets/territory (-10)	Theocracy
31-60	Known alien race (+80)	Criminals/exiles/ renegades (-2)	Extended family: 1-4=paternal 5-8=maternal 9-0=both/other	Trade/profit/ possession of valu-able merchandise (-5)	Dictatorship/ monarchy/ police state
61-70	Unknown humanoid race (-10)	Secessionists from the T.F.D. (-1)	Large commune: 1-5=indust/economic 6-8=religious 9-0=other	Specific tech field/industry (production) (+5)	Representative democracy
71-75	Unknown trans-human or replicant race (-8)	Cryo-sleep colonists (pre-recession) (-2)	Clubs/societies/ guilds (special interest groups)	Specific scientific field (research and development) (+10)	Republic/ commonwealth
76-80	Unknown mutation: add 16 special abilities to known race (-10)	Human/xeno-human interbreeding (-5)	Small commune/band: 1-5=indust/economic 6-8=religious 6-0=varies/other	Artistic expression/ impression (+20)	Feodality
81-90	Unknown hominoid variant/"humanimal" race (+60)	Known alien race (OE)	Mixed; at least 2 levels of approx. equal significance	Eclectic/erratic/ diverse (+0)	Oligarchy: 1-7=land/labor 8-9=theocrats 0=other
91-100	Unknown alien race (+80)	Lesser lifeform on homeworld (OE)	2 "Hemicultures" (male/female; good/evil; etc)	Religion/ philosophy (varies*)	Bureaucracy (multiple oligarchies)
101-110	Unknown non-hydrocarbon-based race (+80)	Race of ancients (OE)	Entire society (absolute socialism or hivemind); don't roll polit.	Distribution of information/ resources/services (+30)	Actual/Platonic democracy
111 up	Unknown/advanced beyond needing physical bodies (+80)	Unknown alien race (OE)	Varies; absolute flexibility and/or independence	Beyond human understanding (OE +0)	Nil; anarchy and peace
Mods:	Inner prov.: -50 Frontier: -5 Backnet: OE	Automatic -50 +LY from Sol (type column)	(Origin column)	OE	OE (Values column)

RANDOM RACIAL GENERATION CHART

Tech/Sci Level	Language	Worship	Xeno Acceptance	Problems	Roll
Diff.level = +0 rank = 5 pts misc.mod = +30	Anglaman (terran standard) or derivative	None; no real religious concept	Sheer folly; total xenophobia (possibly due to past experiences)	Military/diplomatic clashes with neighboring race/ province	Up to 0
Diff.level = +0 rank = 5 pts misc.mod = +0	Dialect/derivative of old earth language (most provincial tongues)	Animism; most/all objects considered alive to some degree	Extremely hard; may have had bad experiences with outsiders before	Need resource(s): 1-3= food/water 4-7= fuel 8-0= other	01-30
Diff. level = +0 rank = 5 pts misc.mod = -20	Fusion of 2 or more old earth derivatives	Animism; all living beings considered to posses souls	Very hard; cultural doctrine may include warnings against outsiders	Pollution of homeworld territorial possessions	31-36
Diff.level = +0 rank = 5 pts misc.mod = -30	"Designed" language	Pantheon; group of deities, each the "patron" of some aspect/act/sphere	Hard; cultural leanings toward isolationism	Pestilence/plague/ disease/lack of immunity/tolerance to microbe(s)	61-70
Diff.level = +1 rank = 4 pts misc.mod = +0	Highly specific on some topics; very ineffective on others	Bitheism; two diametrically opposed deities	Medium; curiosity is balanced by caution or mild distrust	Resist change, clinging to old ways/rituals/ lifestyles	71-75
Diff.level = +1 rank = 5 pts misc.mod = +0	Extremely hard for most hominoids to speak (physically)	Monotheism; all nature regarded as work of one god or creative force	Light; very curious but somewhat wary of outsiders	Have lost systems/ planets/territory to neighboring race/province	76-80
Diff.level = +1 rank = 5 pts misc.mod = -50	Sentence/concept structures are extremely hard for most hominoids	Certain person(s): 1-7=past 8-9=present 0=future	Easy; some dealings with aliens/xenohumans have occured before	Internal moral/ ethical/religious differences cause friction	81-90
Diff.level = +2 rank = 5 pts misc.mod = -10	"Silent" language using double meanings and/or body movements	Specific attainable states of being or consciousness	Routine; aliens and xenohumans dealt with on a regular basis	Idealistic view prevents true objectivity	91-100
Diff.level = +3 rank = 4 pts misc.mod = +0	Constant or near constant communication via extraordinary means	Each individual considered godhead	Easy if studying newly discovered race; otherwise very hard	Taken advantage of/oppressed/enslaved by other race/culture	101-110
Advanced beyond imperial standard; exact capabilities determined by GM	Utilizes means of communication beyond normal human capabilities	Beyond human understanding	Total; alien/xenohuman contact is actively sought	Misunderstood/ misrepresented by other races	111 up
Alien/unknown: OE Royal family: -5 Minor clan: +10 Renegades: +15 "Rich" world: -10	Automatic -50 +LY from sol (Origin column)	(Origin column)	Frontier: +5 Backnet: +10 (Values column)	(Values column)	Mods

Each column of the chart is dealt with, in order, below:

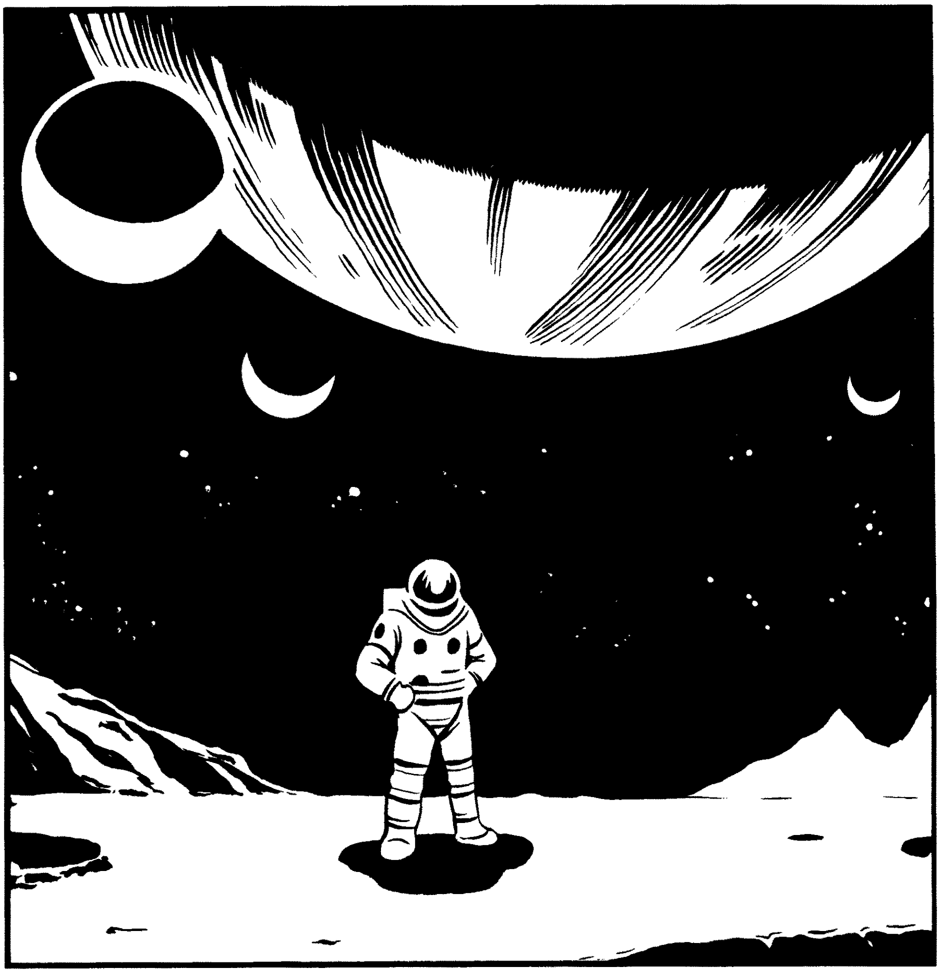
Basic Type: This broad classification gives a rough idea as to the race's biological/ physical "group", and tells wether or not the racial group is "known" (that is, known to the Empire). "Known" races use the Stat Mods and other data which appears on the **Racial Statistics Chart** and the **Healing Rates Chart** (or will require such information to be created by the GM). Unknown races (if desired) must be created by the GM — if no ideas are forthcoming, try progressing through the columns — perhaps something will gel. Modifiers to the **basic type** roll depend upon the general location of the race's HomeWorld, and the roll is Open-ended if the HomeWorld is in the Backnet of unexplored space. Note the "TYPE Result Mod" in the corner — it will be used later.

Racial Origin: Throughout the history of Humankind, there have been various waves of colonization and expansion interspersed with periods of regression and relative barbarism. Many groups, human and otherwise, have forged their own way; countless others have been sent hopelessly skittering down a rocky road of evolution. The *Racial Origin* of a group will help determine that group's outlook. The roll is modified by an automatic -50, and the distance (in LY) form the Home-World to Sol (roughly — no need for intense calculations here) is added. The roll is also modified by the "TYPE Result Mod" (lower-right corner, in parentheses) obtained from the BASIC TYPE roll.

Kinship Structure: This classification serves to indicate the level of society at which the most important interpersonal bonds/struggles/relationships are formed. The roll is modified by the ORIGIN Result Mod (lower-right corner of the *Racial Origin* roll). If this Mod was an "OE", the KINSHIP roll is made Open-ended.

Values/Motives: Although it is difficult to imagine a society with only one motive, usually a race will exhibit such an apparent preoccupation with a given activity that (at least in the eyes of other races) they fall rather easily into a sort of a stereotypical definition. Needless to say, there is still quite a degree of variety left within any one of these categories — interpret them fluidly. The VALUES roll is not modified, but it is Open-ended.

***Note:** If "Religion/Philosophy" is obtained, the Values Result Mod will have to be set by the GM. In general, this number is higher if the race exhibits "lofty", "humane", or "progressive" traits,*



and lower for "brutal" or "base" traits. The racial Empathy Mod may be used here, if desired.

Political Structure: This indicates what type of governmental body has been developed by the race, and/or now holds power. The roll is Open-ended, and is modified by the *Values* Result Mod.

Tech/Sci Level: The technological developments and capabilities of the Empire differ somewhat from Province to Province, and even more from Core to Frontier. And although certain developments must obviously precede others, it would be unrealistically "Terracentric" to attempt to codify all possible technological and scientific advances into a serial scale of progress. The system presented herein is therefore deliberately inexacting, and may be used in several ways. The column is used as the others are (i.e., roll 1 D100, modified as indicated, Open-ended if the race in question Alien/ Unknown), but the NUMBER of rolls differs depending on the GM's needs for detail. If the race is of only passing importance, one roll may be used to generate a set of parameters which will apply to ALL tech/sci activities. If the GM feels a somewhat more diversified and realistic picture is warranted, a roll might be made for each of the five Engineering skills. (This could be done for each Technics and/or Scientific skill as well, but generally speaking, the five Engineering fields determine what tools are available for Technicians to make use of.) The result obtained consists of three parts:

1) The **Difficulty Level** used for tech/sci/ engineering projects (each +1 raises the Difficulty Level of such maneuvers by one category).

2) The number of "Rank Mod" points gained by a member of the race for locking in one Study Pick (This number is halved every ten ranks, as usual).

3) A **Miscellaneous Modifier** applied to all maneuvers within the field in question, reflecting the effectiveness of such secondary concerns as data storage and retrieval techniques, average individual work speed, physical limitations, attention spans and other variables.

If the Result is "Advanced beyond Imperial standard", it is left to the GM to determine exactly how far.

Language: There are hundreds of distinct languages and doubtless thousands of dialects spoken throughout Imperial space, and although many of these are descended form old Earth tongues, the passage of roughly ten-thousand years makes it unlikely that any of these languages very closely resemble their mother tongues (there are some exceptions — in Kashmere Province, for example, a revitalized version of Greek is spoken which differs little from the original, etc). Amongst alien races, the methods of communication may indeed resemble other forms of communication more than they do languages, and the physical means of message-sending are left to the GM to determine. The *Language* roll receives an automatic modifier of -50, and the distance from the HomeWorld to Sol (in LY) is added. The *Origin* Result Mod is also applied (if "OE", then this roll is Open-ended).

Worship: Another difficult-to-categorize aspect of nearly every known hominoid culture, which is treated here in a very general fashion: the roll is modified only by the *Origin* Result Mod (OE = Open-ended). The result obtained from the chart indicates the "focus" or "object" of (whatever passes for) the race's religious activities. The exact nature of the activities (i.e., prayer, sacrifice, vows, oblations, praise, etc) is left for the GM to create — in most human societies, religion serves to maintain/strengthen the group bond (i.e., kinship), and emphasizes the primary values/motives of the race.

***Note**: The GM may choose to create "cults" within a society — these groups often arise in situations where the race has undergone some kind of stress/ threat/disaster which the"established" religion proved incapable of abating. For an excellent guide to the creation of meaningful and individualized mythos, see ICE's **Campaign Law**.*

Xeno-Acceptance: The desire or ability to engage in interaction with other (off-worlder) races is reflected by this roll, which assigns a standard"Difficulty Level" to initial interaction/influence attempts. Of course, the actual difficulty incurred will differ depending on the exact circumstances, and will probably lessen once the presence of the new race becomes more accepted/necessary — this modifier is just a general guideline, and should be used as such. The roll is modified depending on the general location of the HomeWorld, and by the *Values* Result Mod.

Problems: As much as by any other trait, a culture is defined by its problems — and by the way in which they are borne. A Campaign (or any other type of story-telling) is also defined by these problems — for they are often the very causes of the Adventures which heroes (or antiheroes) are led to undertake. The *Problems* roll is modified only by the *Values* Result Mod.

In detailing a culture, try to regard all of these "parameters" as parts of a dynamic, inter-related system. Consider, for example, the race's values and motives against its problems. Given their technological level and social structure, what kinds of solutions would they design? What would the relationship between "church" and "state" be like? Could they convey their culture to outsiders — indeed, would they want to? Try to locate "weak spots" in your rationale for alter explanation (it's not hard to create the impression that you're deliberately creating a mystery when in fact you don't know the answer yourself — but *do* explain these mysteries eventually, or your Campaign will seem arbitrary and discontinuous). Lastly, you should design an NPC representative or two, to serve as your means of introducing the race to your Players, and perhaps an Adventure which deals with the race's primary problem.

3.2 BUSINESS GENERATION

Well detailed cities are a major source of identity for any role-playing campaign. There, player characters will meet NPC contacts, find employment, hear rumors, spend monits, and in general become enculturated. In the ***Space Master*** universe, the most important cities will generally include (or grow up around) Spacefaring Ports, where (coincidentally) a lot of PC's spend a lot of their time. By presenting players with a thoroughly detailed city, the GM is able to communicate an incredible amount of information on the overall feel of his or her campaign. Obviously, so detailed a piece of work as designing every city in the campaign is not necessary, and only the key cities (a key city is richly indicative of its culture, and will be frequently visited by PC types) need be predetermined. This system is to be used in conjunction with any city map which indicates individual buildings, and will easily provide the GM with a solid cornerstone for improvising city campaigns with continuity.

To generate businesses for any city:

1) Design or obtain a city map upon which individual buildings may be numbered (if the map is extensive, divide it into districts or blocks, and use color or letter codes to signify specific areas.

2) Determine the city's (or area's) general type, as indicated on the Master Business Table,page 18.

3) For each building, cross-index the area type with a D20 roll to determine whether the building is a residence, empty, or a business or other facility. If a roll on a subtable is indicated (roman numerals), go to the table shown and roll 1D100 to determine the actual nature of the business.

MASTER BUSINESS TABLE

AREA TYPE	R	E	I	II	III	IV	V	VI	VII
WEALTHY	1-6	7	8-15	16-19	-	-	-	20	-
STANDARD	1-5	6-7	8-12	13-17	18	-	19	20	-
TOURIST	1-3	4	5-6	7-16	17	-	18-19	20	-
POOR	1-7	8-10	11	12-17	-	18-19	20	-	
ISOLATED	1-7	8-10	-	-	-	11-17	18-19	20	-
MERCENARY/ILICIT	1-3	6-8	-	-	9	10	11-18	19	20
MAJOR TRADEPOINT	1-3	4	5-7	8-10	11-13	14	15	16-19	20
BUSINESS/INDUSTRIAL	1	2-3	-	-	4-5	-	6-7	8-20	-
PRIMITIVE/WARFARING	1-10	11	-	-	12-14	-	15-16	-	17-20

Notes: E= Empty. R = Residence. Roman numerals indicate subtable used.

SUBTABLE I:

01-05	Bar/Club
06-15	NPC
16-20	Elmonit Booth
21-30	Mall*
31-45	Restaurant/Cafe
46-70	Apartments/Estate
71-75	Medical Aid
76-85	Tridee/Theatre, etc.
86-95	Park/Gymnasium/Museum
96-00	Religious/Administration

SUBTABLE II

01-07	Warehouse
08-12	Bar/Cantina
13-17	Vice Hall
18-21	NPC
22-27	Fuel/Transport
28-30	Bank/Elmonit Booth
31-36	Pawnshop/Trader
37-38	Outfitter
39-43	Plaza/Mall*
44-49	Restaurant
50-52	Media
53-54	Computery/Android Equip.
55-59	Admin/Civil/Military/Penal
60-64	Offices
65-68	Vehicle parking
69-78	Apartments/Townhouses/Hotel
79	Vehicle Sales
80-82	Pharmacy/Medical Aid
83-97	Entertainment/Recreation
98	Religious
99-00	Industrial/Manufacturing/ Distribution*

SUBTABLE III

01-07	Warehouse*
08-14	Bar/Cantina
15-20	Vice Hall
21-23	NPC
24-28	Fuel/Transport
29-30	Bank/Elmonit Booth
31-37	Pawnshop/Trader*
38	Outfitter
39-40	Department Store/Mall*
41-45	Food/Restaurant
46-47	Media
48	Computery
49-51	Admin/Civil/Military/Penal
52-53	Hostel/Microtel
54-58	Offices
59-61	Vehicle parking
62-76	Apartments/Tenements
77	Vehicle Sales
78-79	Pharmacy/Medical Aid
80-89	Entertainment
90	Park/Recreation
91-92	Religious
93-00	Industrial/Manufacturing/ Distribution*

SUBTABLE IV

01-04	Warehouse*
05-17	Bar/Cantina/Vice Hall
18-24	NPC
25-27	Fuel/Transport
28	Bank/Elmonit Booth
29-33	Pawnshop/Trader*
34-36	Outfitter
37-41	Marketplace*
42-45	Food
46-50	Media
51	Computery
52-55	Admin/Civil/Military/Penal
56-58	Boardinghouse
59	Offices
60-67	Apartments/Homes
68-71	Pharmacy/Medical Aid
72-81	Entertainment
82-86	Park/Recreation
87-90	Religious
91-00	Industrial/Manufacturing/ Distribution*

SUBTABLE V

01-10	Warehouse*
11-15	Bar/Cantina
16-21	Boardinghouse
22-31	Vice Hall
32-36	NPC
37-38	Fuel/Transport
39	Bank/Elmonit Booth
40-49	Pawnshop/Trader*
50-54	Outfitter
55-61	Food
62-68	Media/Entertainment
69-73	Admin/Military/Penal
74-83	Apartments/Tenements
84-88	Pharmacy/Medical Aid
89-90	Religious
91-00	Industrial/Manufacturing/ Distribution (typically illegal activities)*

SUBTABLE VI

01-10	Warehouse*
11-20	Bar/Cantina/Vice Hall
21-25	Boardinghouse
26-30	NPC
31-35	Fuel/Transport
36-40	Elmonit Booth
41-45	Trader*
46-50	Food
51-55	Media
56-60	Offices
61-65	Admin/Military/Penal
66-70	Tenements
71-00	Industrial/Manufacturing/ Distribution*

SUBTABLE VII

01-05	Storage/Warehouse*
06-10	Bar/Cantina
11-15	Boardinghouse/Hostel/ Foreigners' Quarters
16-20	Vice Hall
21-25	NPC
26-30	Pawnshop/Trader*
31-35	Weaponry/Armor
36-40	Outfitter
41-45	Marketplace/Plaza*
46-50	Food
51-60	Admin/Military/Penal
61-80	Communal Residence
81-85	Pharmacy/medical Aid
86-90	Park/Gymnasium/Monument
91-95	Religious
96-00	Manufacturing*

* = see goods manufactured/distributed/ stored/traded table

GOODS MANUFACTURED/DISTRIBUTED/STORED/TRADED TABLE

AREA TYPE	GOODS COMMON	GOODS RARE	GOODS SUPER.	SERVICES PERS.	SERVICES TECH.	MEDIA ENTERT.	MEDIA INFO.	ILLEGAL ITEMS
WEALTHY	01-27	28-48	49-57	58-72	73-78	79-88	89-97	98-00
STANDARD	01-24	25-42	43-48	49-60	61-72	73-81	82-90	91-00
TOURIST	01-27	28-48	49-54	55-76	77-82	83-91	92-97	98-00
POOR	01-30	31-50	51-55	56-65	66-75	76-80	81-85	86-00
ISOLATED	01-20	21-35	36-45	46-50	51-65	66-75	76-90	91-00
MERCENARY/ILLICIT	01-15	16-30	31-39	40-45	46-54	55-57	58-70	71-00
MAJOR TRADEPOINT	01-30	31-51	52-60	61-63	64-69	70-75	76-85	86-00
BUSINESS/INDUSTRIAL	01-25	26-45	46-60	61-65	66-70	71-75	76-85	86-00
PRIMITIVE/WARFARING	01-40	41-60	61-64	65-72	73-76	77-80	81-88	89-00

Suggested Items:

Common goods: Clothing, Liquor, Food, Tools, Cosmetics, Textiles, Home Computer Software.

Rare goods: Drugtabs, Metals, Vehicles, Machinery, Electronics, Weaponry, Computer Hardware, Animals, Plants, Plastics, Jewelry, Furniture, Building Supplies, Art, Perfumes, Spices, Reactors.

Superior goods: Crystals, Radioactives, Gems, Ships, AFV's, Cybernetics, Alien Creatures, Andrium, Robots, Androids, Replicants, Ardinium, Ordium II, "Bonus" Items, FTL Drive Equipment.

Personal services: Health, Recreation, Loans, Council/Advice, Communications, Entertainment, Cleaning/ Laundry, Psionics, Cosmetology, Psychology, Prosthetics, Games, Gambling.

Tech services: Systems Tech, Electronics Tech, Arms Tech, Guide/navigation, Engineering, Training, Legal Council, Mercenary, Genetics/Eugenics, Gravitics, Mechanical Services.

Entertainment media: Memory Discs, Holopics, Books, Aural Discs, Games.

Media: Memory Discs, Computer Software, Travel, Trade, Politics, Science, Law, Xenobiology, History, Current Events.

Illegal items: Drugs, Slaves, False Identification, Weaponry, Stolen Goods, Stolen Information, Vital Organs, Criminal Tech Services, Gambling, Labor Racketeering, Counterfeiting.

3.3 MISSION GENERATION

Often within the course of a campaign, the GM will wish to determine the motivations and objectives of a given NPC or partisan group which was created on the spur of the moment, in order to maintain an aura of complexity and realism. Occassionally, such a decision can turn into an entire adventure as the player characters are drawn deeper into the investigation of these arbitrarily determined activities. Indeed, it is quite possible for an originally unimportant NPC to become a major source of information and/or employment, and many pre-written or self-styled adventures may be led into by the use of such an approach. The Table on page 20 was designed to aid the GM in such situations, to serve as a "boost" for the imagination and as a timesaving device. Once the general type of NPC or group is known, percentile dice are rolled, and the appropriate column consulted to determine his or her motivation, or the nature of the mission offered. The Gamesmaster is, of course, not obligated to use any mission simply because it was rolled - common sense should be applied in choosing and in fleshing out all of these missions.

Key to Table of Missions:

Rebel: Any partisan group which is sworn to oppose either the Imperium or the local ruling government, be it a Province, Minor Clan, Planetary Government, or Sub-Planetary government.

Criminal: Any criminal organization or faction thereof.

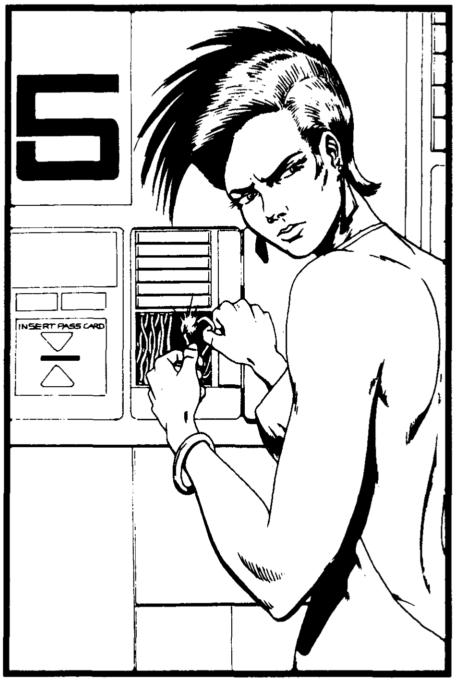
Milit: Any bona fide military service.

Personal: Any private person or group of people who do not fit into one of the other groups as defined.

Corp: Any corporate concern of great enough size to employ espionage and/ or market manipulation techniques. note: (*) Any corporate interest has a 10 to 100% chance (10 x Corporation's security rating or 2D10 x 5) of issuing a covert mission. If not, roll on corp column.

Scout: Any professional division, service, business, or guild which specializes in exploration and/or environmental science.

Covrt: Any secret organization or division which employs paramilitary and/or espionage techniques.



MISSIONS AND MOTIVATIONS

REBEL	CRMNL	MILIT	PRSNL	CORP	SCOUT	COVRT	MISSIONS/MOTIVATIONS
01-02	01	-	01	-	-	01	Hijacking
-	02-03	-	02	-	-	-	Racket/Profiteering
03	04-06	01	03	-	01	02-03	Smuggling
04	07	02-03	04-06	01-05	02-06	04	Research/Speculation
05	08	04	07	-	-	05-07	Infiltration
06-07	09-11	05	08-10	-	07	08-09	Rob/Burlgary/Recovery
08-09	12	06	11-12	06	08	10-11	Kidnapping/Capture
10-12	13	-	13-14	-	-	12	Larceny
13-14	14	07	15	-	-	13-15	Assassination/Execution
15	15-16	08	16-17	-	-	16-17	Threaten/Silencing
-	17-18	-	-	-	-	-	Protection Racket
16	19-21	-	18	-	-	-	Blackmail
17	22-24	-	19	-	-	18	Extortion
18-20	25	09	20	-	-	19-21	Arson/Bombing/Destruction
21	26	10	21	-	-	22-23	Prison/Fortress Break-in
22-23	27	11-12	22-25	07-08	09	24-26	Find/Free/Resuce Person
24-26	28-29	13	26-27	09-10	10	27-28	Piracy/Recover Vehicle
27-28	30-32	14	28	-	-	29-30	Desensitize Security
29	33	-	29-31	-	11	31	Tailing
30	34	15	32-33	-	12-13	32-33	Surveillance/Monitoring
31-33	35	16-17	34-36	-	14-16	34-35	Deliver/Transport Message
34-35	36-37	18	37-40	-	17-18	36-39	Investigation/Spying
36-38	-	19	-	-	-	40	Terrorism/Hostage Taking
39-40	38-40	20-23	41-45	17-23	19-20	-	Guard/Security/Thug
41	41	24-26	46-49	24-28	21-23	41-43	Transport/Escort Person
42	42-43	27-28	-	29	24	-	Overseeing/Discipline
43	44-46	-	50	-	25	44	Bribery/Corrupt/Seduction
44	47	29-31	-	30-32	26-27	-	Representative/Diplomatic
45-47	48	32-36	51	-	-	45-49	Raid/Attack/Claim Place
48	49-50	37	52-53	-	-	50-51	Destruction of Evidence
49-50	51-53	38	54-55	-	-	52	Frame/Discredit/Slander
51	-	39-42	56	33-38	28-56	53-55	Map/Explore/Recon/Scout
52-54	54	43-46	57	39-41	-	56-58	Defend vs Enemy Attack
55-56	55	47-48	-	42-44	57-61	59-61	Set up Base/Camp/Hideout
-	-	49	58-60	45-50	62-66	62	Colonization/Pilgrimage
57	56	50	61	51	67	63	Test of Ability/Loyalty
58-60	-	-	62-63	52	-	-	Crusade/Jihad/Revolt
61-62	57-58	51	64	53	-	64-65	Diversion/Blackout
63-65	59-60	52	65-66	-	-	66-70	Sabotage/Subversion
66	61	-	67-69	54-55	68-70	71-72	Locate/Salvage
-	62-63	-	70-72	-	-	73-74	Switch/Swindle/Scam
-	64	53	73-74	56-57	71-72	-	Bet/Dare/Contest/Game
-	-	-	75	58-59	73-75	75	Trailblazing
-	-	-	76-78	60-61	-	76-77	Bounty-hunting
67-68	65-67	54	79-81	62-68	76-78	78-80	Transport Goods/Media
69-71	68	55	-	-	-	81-83	Usury/Coup d'etat
72	69-70	56	82-85	69	79	-	Duel/Challenge
73-75	71-73	57	86-88	70-72	-	84	Rivalry/Feud
-	-	58	89	73-74	80-83	85	Kill/Capture Creature
76-77	74	59-60	-	75	84	86	Recruitment/Shanghai
78	75	61-62	90-91	76-77	85-87	87	Attache/Liason/Advisor
79-80	76-77	63-67	-	78-79	88-89	-	Patrol Border/Hot Zone
81	78-79	68	-	-	-	88-89	Counter-Espionage
82-83	80	69	-	-	-	90	Double Agent
84-85	81-83	70-72	-	-	-	91-92	Intelligence Gathering
86	-	73-74	92-95	80-86	90-92	93-95	Research/Design/Construct
87-88	-	75-76	96-98	87-89	93-94	96-97	Repair/Rebuild/Modify
-	-	77-78	-	90-92	95-96	-	Disaster Support/Aid
-	-	79-80	-	93-94	97	98	Test/Evaluate Development
-	-	81-85	-	95-99	-	-	Support Staff
-	-	86-87	99	00	98	99-00	Arrest/Detain/Contain
89-00	84-00	88-00	00	*	99-00	-	Roll on COVERT Column

3.4 RANDOM EVENTS GENERATION

This chart is designed to be used no more than once per month in any given sector or province. Typically, if one passes over the border of a well defined political territory, the GM is well within his rights to make a new random events roll regardless of the time lapse since the previous one. The GM is welcome to expand upon this chart so that it more accurately reflects his game environment. Note that in some cases, a second roll will be required.

ROLL	EVENT
01 - 50	Everyone's life continues in uneventful tedium.
51 - 65	Massive crop failure on a nearby world. If it is a major agricultural contributor to the local economy, food prices rise by 50%. The local Monit drops 1 - 10% in value.
66 - 75	The reserves of a perishable good (food, drug, etc.) in the local sector are ruined due to: (1 - 6) pestilence, (7 -8) sabotage, or (9 - 10) accident. This particular product's value doubles. Inconvenience and discontent may prompt a rise of anarchist attitudes in the local populace. There is a 5% chance of a major plague accompanying a pestilence.
76 - 82	Local populace plots against regional leaders. Dissention arises out of allegations of leaders accepting graft, hoarding production benefits, and/or conspiring against the citizen's best interests. Sporadic rioting encountered.
83 - 90	New religious/political movement in area. Cultural, racial, and/or species outsiders are persecuted to varying extents. The Empire's already restrictive interprovincial trade barriers become stifling in this area. Travel in newly declared security zone can prove to be fatal.
91 - 97	Interprovincial war strikes. Worlds immediately threatened are: (1 - 5) peripheral worlds, (6 - 8) resource planets, (9) the homeworld,(10) an all-out offensive. The number of political/territorial entities involved in the conflict is 2 - 6. All non-military travel is restricted or banned. All outsiders are persecuted, and their property is impounded or lost. The danger of hostile encounters increases dramatically. Add 75 to encounter rolls.
98	Civil rebellion is: (1 - 8) local, (9) regional, (10) provincial. The area is in the process of being purged of active rebels and operatives, by state forces. All civilian travel passes are cancelled, and elmonitary facilities are shut down. The Monit suffers drastic devaluation (value down 21 - 30%). Violence is rampant, so add 75 to all encounter rolls.
99	Freak planetary weather or geological phenomenon affects players adversely. Such phenomenon includesevere storms, volcanism, seismic activity, meteor infall, or something completely new and devious.
100	Freak interplanetary or interstellar phenomenon encountered by the players. Such phenomenon could include: alien encounters, undiscovered celestial bodies, a run-in with top secret military activities, space-time warping phenomena, or something "completely different".

4.0 SPACE MASTER MILIEUS

Although the social environment of ***Space Master*** detailed in this book is of an Empire some 10,000 years in the future, a GM should not feel constrained to run his campaign in only that milieu. Because it includes a collection of weapons, equipment and vehicles from differing levels of technology, ***Space Master*** is a flexible system and can serve as the basis for a Science Fiction game in any number of scenarios. Below are mentioned a few ideas for alternate settings.

4.1 THE PRESENT

One can run a Science Fiction Roleplaying game in the present, though of course there has to be a SF element somewhere. This can be achieved in a number of ways; there are countless examples in the genre to "borrow" from.

ICE plans a series of *Master SF Sourcebooks*, each based on a different SF environment and useable with the ***Space Master*** System, in the near future.

4.11 SECRET ORGANIZATIONS

For SF in the present, the GM is either going to need to develop some secret high-tech organizations on the Earth, or perhaps an alien organization which is watching and helping (or hindering) earthling development.

One possible scenario is a present when there are secret organizations who possess technologies hidden from the general public. A classic example of this was the British series ***U.F.O***, where *SHADO* (Supreme Headquarters of the Alien Defense Organization) defended humans from evil aliens who were constantly sneaking to Earth for replacement bodily organs (ick). At their disposal was a breathtaking array of equipment, from flying submarines, to a moonbase and space interceptors, from an intelligent orbiting satellite, to girls with skintight spacesuits and purple hair (it *was* a *British* series) Another example (the classic) is ***War of the Worlds***, in which aliens attacked the technically inferior earthlings. And of course, remember ***"V"***? OK, let's forget it. Everyone else has.

4.12 DISPLACED GROUPS/ PEOPLE

Jules Verne was a master of this genre. ***20,000 Leagues under the Sea*** and ***Master of the World*** were both scenarios in which 'normal' people found themselves in a fantastic environment created by a genius of high-tech. ***Flash Gordon*** got transported (sort of kidnapped) into the universe of Ming and its wonders. This is also a sort of space-fantasy or "Space Opera" kind of scenario, where dirty little technical details are cast aside in favor of adventure and excitement.

Buck Rogers isn't really in the present, but he's from the present, which is sort of the same; well, maybe not really, but it's a related concept.

In addition, the 'displaced' idea can be used in the other settings listed below, with the players' and the background tech-level shifted.

SYSTEM SUGGESTIONS FOR SECRET PRESENT

The sky is the limit with alien technologies and the displaced groups, but the secret organization isn't likely to have anything too far advanced; check suggestions in Near Future for ideas.

4.2 THE NEAR FUTURE

Dirty, near-future SF is hot these days, with a slew of movies and novelizations on this topic. The possibilities are endless; just a few general concepts are listed here.

4.21 POST-HOLOCAUST

A favorite. Did anyone see the Gene Roddenberry TV movie pilot called ***Genesis II?*** No? It was about a guy from our time cryogenically frozen and reawakened some time after the nuclear holocaust. He then led a group of people who were trying to pull the world back together. It was rather 'clean' for post-war, as earth was already recovering from radiation. The most interesting part of the scenario was the transportation system, called the 'subshuttle'. Apparently technology had advanced to the point where digging tunnels was a breeze, so the major governments built this incredibly fast and sophisticated train that linked the world. Too bad they had a fight after they built the thing, huh?

There are other, myriad possibilities for the many possible levels of destruction after the "war". Use your imagination.

4.22 DEGENERATIVE SOCIETY

It is a few dozen or a few hundred years in the future and the feared nuclear holocaust never happened. However, something more insidious and debilitating did occur. Overpopulation, a fuel shortage, and just the inertia of the excesses of the late 20th Century overloaded the planet's ability to cope. High-tech (fusion, gravitics) is juxtaposed with ruin, decay, and 19th-century technology.

The film ***Bladerunner*** vividly portrayed this idea, with Los Angeles under a constant drizzle, dotted with massive, pyramidal super-buildings, and packed with every racial type imaginable. While some have snazzy hovering cars, others use pushcarts. There had been limited colonization of space, with the help of artificially replicated human slaves.

The Network TV Series ***Max Headroom***, while short-lived and unappreciated, painted a fascinating picture of a future earth where media ruled the world. Everyone got free TVs, and there were dozens of worldwide networks, all vying for control through the best ratings. Governing officials were elected by 'telelections': ratings of their sponsoring network at a given time. While there apparently had been no war and no real fuel shortage, society had degenerated into a dim, grey twilight where television provided the only relief from drudgery.

Max undoubtedly drew on the inspiration of the black comedy ***Brazil***, a film set in a similar, though even more unsympathetic and depressing world.

4.23 UNITED WORLD

In this scenario, it is far more likely that the Earth would be able to support large-scale explorations of the Solar system. Such exploration would lead to a large lunar base, orbiting stations, and later bases on the moons of the gas giants. Plenty of exploration possibilities exist in Earth's own solar system, with the many moons of various age and composition. Arthur C. Clarke's ***Imperial Earth, Rendezvous with Rama, 2001, 2010,*** etc., are excellent examples of this time and technology .

4.24 DIVIDED PLANETS

At about the same level as the United World scenario (or maybe a bit ahead), this setting poses the interesting idea if the colonized planets decided that they no longer want to live under the "yoke of the oppressors from Earth." There are of course a number of variant concepts for this, depending on who the hostile, rebellious colonists might be.

4.25 EARLY STELLAR COLONIES

The next step in the expansion to the stars would be the first colonies in other star systems — presumably having arrived via their generation ship or while in suspended animation. This is more of a frontier concept, high and low tech mixing as the colonists adapt to a new situation.

4.26 DIVIDED SYSTEMS

The early years of hyperspace travel as man explodes out into the nearby systems could be a very exciting milieu. Encountering earlier colonies who were established via cryosleep ships, the first meetings with alien races, and perhaps competition between governmental or corporate entities on Earth, who are launching private exploration and acquisition programs — all of these elements make for an action-packed campaign

The milieu of ***Alien*** and ***Aliens*** is about the same setting, with space travel perhaps being FTL, but still requiring weeks or months. Many systems are unexplored, but man is expanding rapidly. Corporations are in the forefront of expansion, and their desire to acquire leads to conflict and even war.

System Suggestions For Near Future

Consult the Space Master Technology list and Timeline (Section 7.0, 8.12) for ideas on the extrapolated progression of technology. Some ignorable suggestions for no-no's in the Near Future:

No Gravitic Field Control. (Ships can spin for gravity).

No Faster-than-Light drives (unless of course you're doing **Divided Systems**).

No Personal Shields. (or at best they might be bulky, cumbersome affairs where you had to wear a whole suit or heavy pack).

No Androids, and Robots might be more crude and less intelligent. Computers would not be as helpful.

Other Suggestions

Personal Energy weapons more bulky and less powerful. They might require a bulky belt or backpack power unit. Suggest reducing all Mk power levels by one or two. Stunners and other subtle tools might be unavailable.

Communication very limited. No FTL communication will add a considerable feeling of independence to your PCs, all alone in the void of space. If playing Divided Systems, Perhaps messages are only sent via unmanned hyper-probes. Otherwise, lightspeed is as fast as it would get.

Careful with Psionics. Even in the full-blown ***Space Master*** technology, uncontrolled Psionics can get out of hand. Keep a lid on Psionic powers in these early milieus, granting only limited powers to a very few. Consider banning them from PCs altogether.

4.3 SCIENCE-FANTASY

This could also be called "Non-traditional SF". *Dune, Masters of the Universe,* and *Flash Gordon* are all examples of this blend of sword-and-blaster environment. ***Space Master's*** complete compatibility with **ICE**'s ***Rolemaster*** system allows for easy blending of SF and fantasy environments.

System Suggestions For Science-Fantasy

When running a true fusion campaign, the high-camp flavor is best maintained if there is a clear contrast between the SF and the Fantasy elements — especially if the PCs are from the Fantasy end. Dump anything that isn't neat and slick and well-packaged. For instance, skip the projectile weapons (not 'futuristic' enough, and they need messy ammo), make everything powered by very standardized power packs, so when items run out of juice, they have a hope of finding a replacement cell... eventually. Snazzy vehicles would run on silent gravitics powered by a fusion reactor. Bring on the flying power sleds, mysterious handheld fusion guns, and the weird, malevolent, alien races.

One thing the GM *must* work out early in the campaign is the system interfaces. How do Psionics compare with the Realms of Magic? Are they somehow contradictory? Will one affect the other? Balance between the powers of Fantasy items and people and those of the Technocrats is important to maintain tension in the game. A bunch of SF guys with Barrier shields and limitless power packs are going to be unstoppable except by a super warrior or a powerful spell-user, so the Technology has to be controlled closely.

4.4 COLONY SHIP

Another popular SF theme is the Travelling World concept, where the environment is either a gigantic spaceship or even a small asteroid (***Star Trek***: "Yanada"), equipped with artificial gravity and often a limitless array of microcosmic environments. In most of these scenarios, however, something has gone wrong with the ship, and it is doomed at some future point (or at least the controlling society has broken down, fragmenting the inhabitants) Some popular examples are: ***The Starlost***, a TV series by Harlan Ellison in which the "Ark" was a ship of dozens of miles-wide domes, off course, with the control center unlocatable or destroyed (if Kier Dullea couldn't find it, nobody could). ***Space 1999*** was a warped (in more ways than one) version of this, where the Moon (which had a large base called Alpha) was ripped from the earth and visited a different solar system every week (fancy that). One episode of note was one in which the Moon happens upon a true colony ship with a fragmented society. The head of the high-tech rulers was Joan Collins, who lured the Alphans to the ship in hopes of stealing their needed vital organs for replacement (ick again).

Arthur C. Clarke's ***Rendezvous with Rama*** (mentioned earlier) is also an intriguing description of an alien colony ship with some very thought-provoking ideas about how it could be designed — right down to the mysterious, reactionless 'star drive'. There is also (on a grand scale) a ***Ringworld***-type setting, which has added potential as a Science-fantasy and super high-tech milieu.

System Suggestions For Colony Ship

Unless you're one of those stick-in-the-mud pragmatists (Like Mr. Clarke) who think that faster-than-light drive is impossible, it is pretty safe to assume that a culture utilizing colony ships as a means rather than an end are not at the level of ***Space Master*** technology. Again, Near Future is a good starting point, though it is a good possibility that the technology is somewhat higher.

4.5
TIME TRAVEL

A favorite since H.G. Wells' Time Traveller first threw the lever on his immortal machine. (The George Pal movie version really does justice to the story as well, Rod Taylor and Yvette Mimieux notwithstanding). ***Dr. Who*** (all of him) is also a staple, especially with the low-budget/high-camp TV enthusiasts.

An entire campaign based on time travel is a dangerous idea (not to mention exhausting for even a young and energetic GM). It might be best employed as a controllable facet of a campaign; something the players get to do once or twice. ***Star Trek*** again comes to mind; especially the haunting, well-played episode where the *Enterprise* finds the Guardian of Forever ("Many such Journeys are possible. Let me be your gateway"). Joan Collins found her way into that show, too.

System Suggestions For Time Travel

This is such an open-ended concept that specific limitations aren't applicable. It really depends completely on what period the travellers land in. Should the players encounter a Time Travelling NPC, it is fairly safe to assume that they have a sophisticated technology.

4.6
BEYOND *SPACE MASTER*

The level of technology chosen for ***Space Master*** was, of necessity, arbitrary. In this section are mentioned a few concepts which are beyond the capability of currently-known science in the milieu of ***Space Master***. The GM should feel free to play with these ideas, whether s/he wishes to run a campaign in an even more distant future, an alternate reality, or to use these elements as a sidelight to the campaign (they can be used as facets of the technology of the Sianetic Harbingers as well!).

System Suggestions

Matter/energy transmitters: you know, like in ***Star Trek***, where they can scramble their molecules across the galaxy and (usually) unscramble them back into their original pattern. The limitations of these devices is also an important variable: Do they need a 'receiving station'? (a factor which would severely restrict their use). Do they only work from orbit-to-planet? Do they work through a dense atmosphere at all? Can they 'beam' you across a solar system? (Linked to a large spaceport outside the system, it would expedite travel since ships could shunt out while rather close to the station.) Could such a device even send you across interstellar space? If so, is it at the speed of light? It would be an awfully slow way to go. If not, it really falls more in the mystical realm of *Teleporting* (See section 4.72).

Matter/energy Converters: The next step — as revealed in the Old ***Star Trek*** episode, *"Shore Leave"* (where the planet's computer made Alice in Wonderland, Black Knights, old girlfriends, etc.); and New ***Star Trek*** — is rearranging the matter to make realistic simulations (the all-powerful and somewhat quirky Holodeck). A powerful enough machine could make just about anything it had a stored 'pattern' of, as long as it had raw matter to work with.

Time Travel: See section 4.5 above.

Instantaneous Space-warp: The next step beyond standard Hyperspace, a true space warp would allow a ship to *instantly* traverse interstellar distances. There might remain the delays of in-system maneuvering and multiple jumps, but this would still revolutionize commerce and probably government.

Gates: Another form of instant travel, gates would be fixed portals allowing instant travel from one specific point to another; similar to Matter-energy transmitters but more locked-in. ***Tunnel in the Sky*** is an example of a culture expanding and constructing a network of two-way gates as it goes. See Section 4.71 for more ideas on this concept.

Instantaneous Communication: Although TBD is theoretically 'instantaneous', there are numerous delays during links, and one usually has to go to a specific TBD relay location. A more sophisticated system would be possible, in which anyone with a terminal could contact anyone else instantly (like worldwide telephone service is today). This would probably still require a sophisticated network to transmit/receive the signals. (Calls from your star-yacht phone might be fuzzy, have static, or you might even have other voices on the line! Call *Sprint*.)

4.7
UNUSUAL TRANSPORT

While several transportation modes have been mentioned, there remain numerous less conventional modes of travel which — used with care — can add excitement to a campaign. A few are covered below.

4.71 GATES

Mentioned briefly above, Gates can take a limitless number of forms and capacities. Some might be specifically linked to one other gate, while others could be intelligent and able to transport the user to any desired location (such would be *quite* powerful; way beyond the technological dreams of Terran Technic development in Imp. 470). One or more of the Sianetic Harbinger races may have built Gates strewn across the galaxy.

4.72 TELEPORTATION

This is related to the Gate idea, since Gates use some form of Teleportation to get you from one to the other. There is also (drum synthesizer roll) Psionic Teleportation. An important issue here is whether such travel is truly instantaneous or is it speed of light. (The GM running high-powered Telepaths should also give thought as to whether Telepathy is instant).

4.73 SPACE WARPS

A space warp is whatever you want it to be but it might be one of the following:

A Black Hole: One (not very popular, but let's ignore that for now) theory about black holes is that they are dimensional gateways to other points in space. If that is true, once they are explored (assuming ships are built with gravitic generators capable of resisting the ridiculous gravitational forces associated with the Event Horizon), they could serve as natural jump-points to far reaches of the galaxy and beyond.

A Less Obvious Space Portal: also called an Interface, these portals in space could be 'tunnels' of instant transfer from one point to another. Once located and mapped, these could be used as safe travel lanes as mentioned in Black Holes above. These are scientifically less likely but considerably safer.

A Mobile Anomaly: Some sort of hole/cloud/blob which floats around, whether it be on a planet or in space, and is in effect a door to another place (or time). Lots of interstellar travel fun here!

NON-PLAYER CHARACTER CHART

PROFESSIONS	Lvl	Maneuvering in Armor	Primary Attack	Secondary Attack	Tertiary Attack	Hits	Climbing	Ride/Swim	Treas/Locks	Stalk/Hide	Percep	Drive/Pilot	Forge/Counterf.	Survival	First Aid	Scanner Anal.	# of Combat skills	bonus	# of Astro skills	bonus	# of Tech skills	bonus	# of Science skills	bonus	#of Engin. skills	bonus	# of Psion lists/100th lvl	# of Psion lists/20th lvl
Armsman	1	AE	35	25	15	20	10	10	-25	10	10	10	-25	5	5	5	2	15	0	-25	0	-25	1	5	0	-25	—	—
	3	AE	60	50	20	35	15	15	-25	20	20	20	-25	5	5	5	3	20	1	10	0	-25	1	10	0	-25	—	—
	5	ANY	85	75	25	50	20	20	5	30	30	30	-25	10	10	10	3	30	1	15	1	10	1	15	0	-25	—	—
	10	ANY	120	110	45	90	35	40	20	50	50	50	5	15	15	20	4	55	2	25	1	25	1	25	0	-25	—	—
	15	ANY	165	125	55	125	45	50	25	60	60	55	10	20	20	25	4	65	2	35	1	35	2	25	1	10	—	—
	20	ANY	190	140	65	130	55	60	25	70	70	65	15	30	30	35	5	75	2	40	1	45	2	25	1	20	—	—
Pilot	1	LB	25	15	-25	20	5	5	-25	5	15	15	-25	5	5	5	2	15	2	20	0	-25	1	5	0	-25	—	—
	3	LB	40	30	10	35	10	10	-25	10	20	25	-25	5	5	5	2	20	3	25	1	10	1	10	0	-25	—	—
	5	AS	55	40	15	50	15	15	5	15	35	40	-25	5	10	10	2	30	3	35	1	15	1	15	0	-25	—	—
	10	AE	75	60	30	80	30	30	15	30	55	70	5	10	15	20	3	50	4	55	2	25	2	20	0	-25	—	—
	15	AE	100	70	40	115	40	40	20	40	65	85	10	20	20	25	3	60	5	65	2	30	2	30	1	10	—	—
	20	AE	110	80	50	120	50	50	20	50	75	105	15	30	30	35	4	65	6	75	3	35	2	40	1	20	—	—
Explorer	1	AS	25	20	10	20	10	110	5	15	15	10	-25	15	5	10	1	10	2	10	0	-25	1	10	0	-25	—	—
	3	AS	45	30	15	35	15	15	10	30	30	20	-25	20	10	20	2	15	2	20	1	10	2	10	0	-25	—	—
	5	AS	60	45	20	50	20	25	15	40	40	30	-25	25	15	25	2	20	3	30	2	10	2	15	0	-25	—	—
	10	AE	95	65	35	80	35	45	25	60	60	50	5	45	25	35	3	40	4	45	2	30	3	20	0	-25	—	—
	15	AE	110	75	50	115	45	55	30	70	70	55	10	55	30	40	3	50	4	55	3	35	3	30	1	10	—	—
	20	AE	125	90	60	120	55	65	35	80	80	70	15	65	35	50	3	60	5	60	3	45	3	40	1	20	—	—
Criminologist	1	NONE	20	15	-25	15	10	10	10	15	20	10	10	5	5	10	0	-25	0	-25	1	20	1	10	0	-25	—	—
	3	LB	40	30	10	30	15	15	20	30	40	20	20	5	5	15	0	-25	0	-25	1	30	1	15	0	-25	—	—
	5	LB	60	50	20	40	20	20	30	45	50	25	30	5	10	20	0	-25	1	5	2	35	1	20	0	-25	—	—
	10	AS	105	70	40	60	35	40	50	65	70	45	40	15	20	30	1	15	1	15	2	55	2	25	0	-25	—	—
	15	AS	120	80	50	80	45	50	60	75	80	55	50	20	25	35	2	20	1	20	3	60	2	30	1	10	—	—
	20	AS	135	90	60	100	55	60	75	85	85	65	60	25	30	40	2	25	2	25	3	70	2	35	1	20	—	—
Medic	1	NONE	20	-25	-25	15	10	10	-25	-25	10	10	-25	5	10	10	0	-25	0	-25	1	20	1	10	0	-15	—	—
	3	AS	30	20	10	30	15	15	-25	-25	20	20	-25	5	20	20	0	-25	0	-25	1	30	1	20	0	-25	—	—
	5	AS	40	25	10	40	20	20	-25	-25	30	25	-25	5	30	25	0	-25	2	40	2	40	2	25	0	-25	—	—
	10	AS	60	40	30	60	35	40	10	10	50	45	-25	15	50	35	1	10	0	-25	3	50	3	30	0	-25	—	—
	15	AS	75	55	30	75	45	50	15	15	60	55	-25	20	70	40	2	15	0	-25	3	60	3	35	0	-25	—	—
	20	AE	85	65	40	95	55	60	25	25	70	65	5	25	90	45	2	20	1	10	3	70	3	40	1	20	—	—
Planetologist	1	NONE	25	15	-25	15	10	10	5	5	15	10	-25	5	5	10	1	15	1	15	0	-25	1	20	0	-25	—	—
	3	NONE	40	30	10	30	15	15	5	10	30	20	-25	5	5	20	1	25	1	25	0	-25	2	25	0	-25	—	—
	5	AS	55	40	15	40	20	20	10	10	40	30	-25	10	10	25	1	35	1	35	1	10	2	30	0	-25	—	—
	10	AS	75	60	30	60	35	40	30	25	60	50	5	20	20	35	2	50	2	50	1	30	3	45	0	-25	—	—
	15	AS	100	70	40	80	45	50	40	40	70	55	10	25	25	40	2	55	2	55	1	35	2	55	0	-25	—	—
	20	AS	110	80	45	100	55	60	50	55	80	70	15	35	30	50	2	60	2	60	2	40	3	65	1	20	—	—
Tech	1	NONE	20	-25	-25	15	10	10	5	5	10	10	-25	-25	5	5	0	-25	0	-25	1	30	1	10	1	10	—	—
	3	LBA	30	20	10	30	15	15	5	10	20	20	-25	5	5	10	1	10	0	-25	2	35	1	15	1	15	—	—
	5	LBA	40	25	10	40	20	20	5	10	30	25	5	10	15	20	2	20	1	20	3	50	2	25	1	30	—	—
	10	AS	60	40	30	60	35	35	20	25	50	45	15	15	20	30	2	25	1	30	3	60	2	30	1	35	—	—
	15	AS	70	50	30	75	45	45	25	40	60	55	20	20	25	40	2	35	2	30	3	70	2	40	2	40	—	—
	20	AS	80	60	40	95	55	55	30	55	70	65	25	25	30	50	2	45	2	40	4	80	3	45	2	45	—	—
Scientist	1	NONE	10	-25	-25	10	-25	5	-25	-25	5	10	-25	-25	5	5	0	-25	0	-25	1	10	3	25	2	25	—	—
	3	NONE	25	10	-25	20	5	5	-25	-25	5	20	-25	5	5	10	0	-25	0	-25	2	15	3	35	2	35	—	—
	5	NONE	30	10	-25	25	5	5	-25	5	10	25	-25	5	10	20	0	-25	0	-25	2	20	3	45	2	45	—	—
	10	NONE	50	20	10	40	10	20	5	10	20	45	5	15	25	40	1	10	1	15	2	30	4	60	3	55	—	—
	15	AS	65	30	20	50	15	30	10	10	25	55	10	20	35	50	1	20	1	20	2	40	4	80	3	75	—	—
	20	AS	75	40	20	55	20	35	10	25	35	65	15	25	40	55	1	30	1	25	3	45	5	85	3	80	—	—
Administrator	1	NONE	10	10	-25	15	-25	-25	-25	-25	20	10	10	-25	10	10	0	-25	0	-25	0	-25	1	15	0	-25	—	—
	3	LBA	15	10	-25	20	-25	-25	5	10	25	20	15	5	15	15	0	-25	1	5	1	5	2	15	0	-25	—	—
	5	LBA	25	15	-25	30	-25	-25	10	20	35	30	20	10	20	20	0	-25	1	5	1	5	2	20	0	-25	—	—
	10	AS	40	30	-25	45	-25	-25	20	35	55	45	40	10	20	30	0	-25	2	5	1	15	3	25	0	-25	—	—
	15	AS	50	40	-25	60	-25	-25	30	50	60	50	50	10	20	40	0	-25	2	10	2	20	3	25	0	-25	—	—
	20	AS	60	50	-25	75	-25	-25	40	60	70	55	60	10	20	50	0	-25	2	20	2	25	3	25	0	-25	—	—
Entertainer	1	LBA	10	-25	-25	20	5	5	-25	5	10	10	-25	-25	10	-25	0	-25	0	-25	0	-25	1	10	0	-25	—	—
	3	LBA	20	10	-25	30	5	5	-25	5	20	20	-25	5	15	-25	0	-25	0	-25	0	-25	3	10	0	-25	—	—
	5	LBA	25	20	-25	40	10	10	-25	15	30	30	-25	10	25	5	0	-25	0	-25	0	-25	3	15	0	-25	—	—
	10	LBA	35	25	5	55	25	25	-25	35	50	45	-25	20	35	5	0	-25	0	-25	1	5	4	15	0	-25	—	—
	15	LBA	45	35	15	80	30	30	-25	45	60	50	5	30	45	5	0	-25	0	-25	1	10	4	20	0	-25	—	—
	20	LBA	55	40	20	95	40	40	-25	50	65	55	5	35	50	5	0	-25	0	-25	1	15	4	25	0	-25	—	—
Theologist	(too variable for general bonuses)																											
Telepath	1	NONE	20	-25	-25	10	5	5	-25	5	5	10	-25	-25	5	-25	0	-25	0	-25	0	-25	1	10	0	-25	3	—
	3	LBA	30	20	-25	20	10	10	-25	10	10	15	-25	5	5	5	0	-25	0	-25	0	-25	1	10	0	-25	5	—
	5	AS	40	25	10	25	15	10	5	15	15	20	-25	5	10	10	0	-25	0	-25	0	-25	2	20	0	-25	8	—
	10	AS	60	40	30	35	30	20	10	30	25	25	-25	15	20	15	0	-25	0	-25	1	10	2	30	0	-25	12	—
	15	AS	70	50	30	45	40	35	15	40	35	30	5	20	25	20	1	10	1	10	1	20	2	35	0	-25	6	6
	20	AE	80	60	40	50	50	40	20	50	45	35	10	25	30	25	1	20	1	20	2	25	3	40	1	10	3	11

PART II IMPERIAL LAWS

At the heart of the Imperial Consolidation was a handful of megacorporations and of course the Core Worlds. Those few systems clustered around Old Earth had held on to the technology of the Terran Federation and possessed the resources to mount an interstellar fleet capable of enforcing a consolidation. Although Terra herself had long ago been drained of her easily-accessible resources, the other planets of the Sol system were brimming with valuable materials. With the help of the Dia Khovaria the Core amassed stolen data: and with the sum of the technology of all the megacorps, they began the building of a starmada. From Terra came the Emperor, a man of ancient lineage — claimed to include the Caesars of Rome, the Priests of the Yúcatan and the Pharaohs of Egypt. Fine blood to be sure, but what mattered were the millions of tons of alloy which hovered behind the word of this Terran Emperor.

Even with such a mighty fleet, His Imperial Majesty knew that negotiation might win more than brute strength, and his agents approached the Chairmen of the most powerful corporations, each an island light-years distant from Sol. Similarly, most of these corporate officials realized that greater profit and power was to be had by cooperating with this Terran Emperor than by denying his claim as Lord of the Galaxy. Jered Foor, President of Carlisle ComTech, Neris Kui'ch of the Colos Company, Chairman Vera Meer of the Devon Corporation, and Thompson Forrest Lloyd of Kubischev Kaarten Metals were among the leaders who endorsed the Emperor. and each played a major role in the governmental structure which evolved. Each corporation was granted land rights to a number of systems which they could exploit as their own while His Imperial Majesty retained ownership of every world in known space. It was this sort of practical application of completely farcical claims which has kept human egos reasonably sated throughout their long expansionist history.

Mafreng of Churg
Introduction to
"The Origin of the Terran Empire"

6.0 BACKGROUND

Following is a commentary on the motivations and activities which led up to the formation of the Terran Star Empire.

6.1 COLLAPSE OF GOVERNMENT

However barbaric and warlike Old Earth (Terran) society was before deep-space exploration, humanity was able to put its house in some semblance of order, and — thankfully — armed conflict between states rarely escalated above conventional levels. Despite accords struck between the old superpowers, no single political force was able to emerge out of earth's cultural melting-pot to unite all Terrans under one government.

Just before the advent of semi-practical (non-hypershunt) interstellar travel, Old Earth was crushed by the weight of domestic problems. Exorbitant population levels were sustained by technological breakthroughs in food production and waste recycling, but governments were hard pressed to concern themselves with little more than social welfare. In fact, the majority (after defense) of governmental funds were directed towards this end. Many countries collapsed under this economic strain, ironically setting the stage for interstellar development far beyond the projected path for this time period. As it turned out, the only institutions with the resources to elevate the "human condition" were non-governmental, international corporate conglomerates so highly diversified that they themselves resembled governments. These groups developed the technologies to reach for the stars, with the prospect of profit to motivate them.

6.2 CORPORATE EXPANSION

Beginning with N-Space vessels, and again much later with FTL (Faster Than Light) starships, there was a land-grab on a planetary scale; entire star systems were claimed by the first companies to get there. Like any other successful business venture, the new resources at a company's disposal were utilized to obtain a maximum profit. Raw materials were used to construct more starships, which in turn gained more territory, and the cycle perpetuated itself. Within each newly discovered system, the colonists of Old Earth became the new employees of the administering corporations while those very corporations set up their own autonomous governing bodies to avoid the call for external regulation.

Several attempts were made to obtain a centralized governing body for all of humanity — which was in the process of rapidly diffusing throughout The Worlds — but each was doomed to failure, due to the lack of a quick and efficient way to communicate between the newly developing governmental bodies. Transmissions were limited by the speed-of-light radiation or by the speed of message-carrying starships (which were expensive to operate and subject to deliberate or accidental destruction). Without a direct communications link, information and technology transfer was retarded, the intent of laws and interpretations crippled due to the less than universal application, and the normal processes of diplomatic relations were impossible.

However, there was another more significant block against a centralized administration: the mega-corporations desired and enjoyed autonomous control over all of their resources. From their point of view, what was the use of forming a centralized government? Unless forced upon them, the administrating corporation of each system was not about to accept an outside controlling entity. (It is of interest to note that it was often the case that these mega-corporations would evolve into exotic and varying forms of state, commonly a function of the cultural background or ethical sophistication of the corporation's executive core.)

After many millennia of chaos, a limited form of instantaneous interstellar communication was developed: the Tachyon Beam Dictor (TBD). The device slowly spread to The Worlds which were still accepting outside contact, and eventually a resolution to reunite all of humanity was sworn by several core worlds (Old Earth included). Several of these core world mega-corporations, governing bodies within their given territories, pooled their resources and built great fleets of military starships to sortie out and re-unify (read *conquer*) the scattered shards of Terran humanity. Most historians argue that this long process of attempting to form a Terran government was nothing more than an endless string of brutal wars of colonization.

In the end was formed a centralized political body declared to be democratic in nature. However, it was a political body only insomuch as it could exercise a minimal influence on its "member planets". The problem was that there were now just too many worlds with too many diverse interests and too many gripes brought about by the enforcement of an alien governmental form regulated by the quasi-democratic state (imposed on these re-unified worlds). The system was not working, but the leaders of this centralized democratic state were beginning to realize something: the unimaginable immensity of wealth to be found on The Worlds. The first seed of the Imperial drive had been sown.

The problem with an Imperial form of government was that there could be only one Emperor. Needless to say, everyone who could stake a claim on the title did. Hence the conflict continued — and intensified.

After the interstellar dust had settled, the Empire was a reality. It initially consisted of the Imperium, a great volume of space encompassing many worlds, and twenty-seven Provinces. The Provinces were areas which could not be handily controlled by the Imperial court exclusively, and as a rule, encompassed upwards of ten star systems in relatively close proximity. The Emperor's court was founded on Old Earth, roughly at the astrogeographic center of the Imperium. The Provinces were granted to "responsible" mega-corporations or other governing bodies which had also evolved over the past few thousand years and were represented in the parliament of the recently-deceased democracy.

The Imperium controls the Empire for one reason only: it has enough military clout to crush any group opposing its will.

6.3 IMPERIUM

It was realized during the drive for the Empire that the now great expanse of occupied space could not be administered from within one centralized location, as had been attempted during the time of the Terran Democracy. Enter the feudal component of the soon-to-be Empire. In those last few PreImp years the gelling Imperial Court claimed outright ownership of all colonized territories and explored systems, and threatened to use their vast naval forces against any party who disputed their jurisdictional authority. The court then introduced the Empire's Liege Lord agreement to several favored PreImp quasi-governments in the outer reaches of explored space. Through this agreement, a defined area of space encompassing several star systems (a Province) would come under the administrative authority of a sub-power directly answerable to the Imperial Court. In return for this grant of power, the Provincial administration was expected to forfeit an initially colossal tithe to the Emperor to be followed by regular Elmonitary installments — lest the province be handed over to a group of more competent governors capable of meeting their Imperial payments.

The first twenty-seven Provinces were inaugurated along with the Imperium on Imp.0. The provincial leaders were, at the time, a few of the Chairmen, Dictators, and Presidents of the mega-corporations and other governmental bodies which were once represented in the now defunct Democracy. Although the newly appointed provincial leaders kept their old working titles for many years after the Empire came into being, there has recently been an emulation of the Imperial form of figurehead taxonomy resulting in most Provincial leaders declaring themselves nobility. This has led to the founding of the Provincial Royal Families whose courts actually rule their designated territories.

The Provinces to be found within or bordering on Imperial space are called Inner Provinces, each of which is ruled by a Royal Family whose roots harken back to the first leaders of the Province in question. The remaining "outer" territories are called Frontier Provinces, the rulers of which are often Minor Clans who wield much less power than the Royal Families. Under the terms of the Empire's Liege Lord agreement, each Royal Family is entitled to field its own Provincial Defense Fleet, train and keep its own soldiery, and mint its own hard currency. But because the Emperor charges regular tithes in proportion to the economic and military strength of a given Province, there is little incentive for a province to become very powerful and a great incentive to hide one's true wealth — which is of course a capital crime. On the other hand, the Minor Clans are outlawed from maintaining private armies and must use the Imperial Monit for intraprovincial commerce when need be. Each Minor Clan territory is granted a garrison force of Imperial troops for defense purposes and the Clan is allowed to maintain their own exploration vessels. These expeditionary fleets seldom lack Imperial "observers" or "advisors" to keep an eye on the resource wealth of star systems newly discovered in the Frontier. Although the advent of the Province, Family and Clan has created a vehicle for somewhat autonomous states, it is quite apparent that this feudal structure has efficiently extended the realm of the Imperium without the corresponding expenses.

Touted by some as the "heartland of Terran humanity", enlightened Empire subjects know the Imperium for what it truly is: a privileged clique of hawkish self-proclaimed nobles bent on leaching the wealth of Imperial and Provincial territory alike. Remember that it was greed for riches and lust for control which fueled the three hundred year drive for the Empire. As expected (and hoped for on the part of the Emperor and his court), the nobles of the Empire live in the lap of luxury, and many others have profited from the formation of the Empire, including Provincial leaders, smugglers, and other criminals. From this scant overview, the Imperium superficially appears to be oppressive, Draconian, and rotten to the core — but upon closer inspection, the view just gets worse.

So why has the Imperium lasted for nearly five centuries? In the event that any disillusioned Empire subjects should incite others to rebel for an anti-Empire cause, the Imperium could field no fewer than twenty-five combat ready Starmadas, forty gunship task forces, and two hundred elite gunship squadrons to invoke a *Piat Fiela* (scorching death) against the insurgents. Few have been foolish enough to test the Imperial Fleet at their own game, as the result has invariably been the thorough destruction of upstart revolutionaries. The Emperor truly rules with an armored gauntlet.

If nothing else strikes fear into a rebel Province, an Imperial Dreadnought will. These brutes are no less than mobile cities of armor and armaments. They carry their own compliment of 200 SMAC fighters and the equivalent firepower of half a Starmada. There are only three Dreadnoughts in existence and they are the pride and joy of the Emperor.

To increase security, the Empire's First leader — Emperor Macedon I — in his first official act decreed that the production of thermonuclear enhanced radiation and biotoxic attack delivery systems was to cease immediately, and that any further production was outlawed. This lead to an immediate, frantic stockpiling of existent weapons known commonly as "the Great Hoarding".

After all these millennia it is perhaps fitting that the seat of power in the Terran Empire finds itself on Old Earth. Almost all industry has been moved off-world. Only parks, agriculture and administrative centers remain along with the Imperial Palaces. However, the fabricated pastoral façade that has been set up there is hard pressed to coverup the most wily, clever and treacherous band that the Terran man has ever been subjected to.

7.0 HISTORY OF CIVILIZATION

"Human history becomes more and more a race between education and catastrophe."

H. G. Wells
Terra, PreImp c. 9710

What follows is an outline of significant events (mainly technological) in the slow progression of Humankind from the discovery of fire to the present day.

PreImperial Time

(all dates are negative to year 0: the Consecration of the Imperium).

c. 15,000 — The dawn of civilized man.

c. 11,650 — The first rise of the *Dia Khovaria:* the Holy Tabernacle of the Word.

c. 10,000 — First use of steam power brings about the dawn of technology.

9769 — First discovery of Access Technology.

9700 — The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.

9670 - 9668 — First Fossil Fuel Crisis.

9663 — The Technic Tabernacle is broken up by a jealous Terran regional government.

9660 - 9608 — Feasible fusion power generators are in development.

9645 - 9643 — Second Fossil Fuel Crisis. Energy needs cause international tensions to mount.

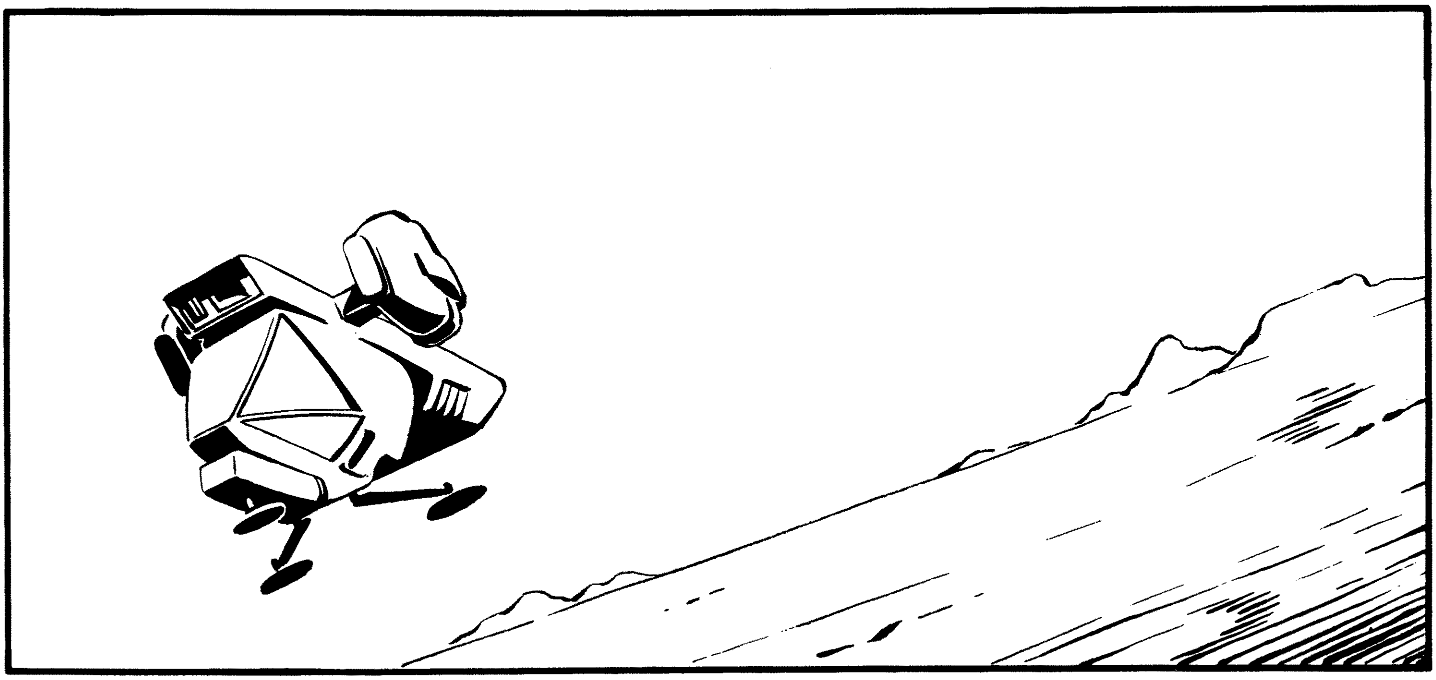
9643 — Limited thermonuclear exchange causes population shifts on Terra, and mild Nuclear Winter effects depopulate some regions. Most major cities are intact, though some areas suffer minor Technological Recessions.

9600 — The first successful sentient cloning of a human being. It is created by a western European research group.

c. 9600 — Cryogenic sleep units come into widespread use. The next five hundred years are marked by a number of 'colony' ship launches from Earth and her near colonies to the stars.

9540 — The first practical microfusion power generator is produced.

9525 — Terraforming of Venus is complete: the planet is converted to an earthlike world.



8450 - 5698 — The period required by researchers to gain a mastery of the gravitic field. The newly discovered power requirement-to-mass ratio insures that such gravitic field control will never pass beyond the sub-planetoid level unless unimaginably great power sources could be tapped (even more than the Andrium reaction will produce in times to come).

8104 - 8068 — Research period of molecular data storage for informational processing systems. The potential of Optical Electronics ("Optronics") is fully realized.

8068 - 5655 — The study of molecular electronics leads to the advent of living circuitry.

7900 — The first known successful human alterant replicant is produced on a near-earth colony.

7887 - 7610 — The *Universal Technological Recession* of mankind. As if motivated by a single will, almost every colony is cast into a technological dark age as the human masses revolt against the ever increasing control of automation over their lives. The duration of the revolt varies for each colony, so the dates given are rather artificial. The first date marks the initial instance of a violent revolt, although there had been notable unrest over the preceding three decades. The end date marks the general desire for renewed technological progress incarnated in the form of a scientific symposium held on the Solar Mars colony. Despite the tremendous suffering that was experienced just before the recession (and throughout this dark age), the lack of a strong centralized regulatory body prevents the enforcement of policies which would prevent these unfortunate events from occurring again. It is interesting to note that one of the very few organizations to survive the Recession (and even flourish in it) was the Dia Khovaria.

c. 7700 — Experimentation in *Alterant Replication* leads to the limited production of laborer and recreation models.

c. 7600 — Tachyon physics becomes the main focus of study in the scientific community.

c. 7500 - 6000 — Secondary relapses of the Universal Recession of Technology intermittently strike down promising settlements; progress is painstakingly slow in most areas.

5705 — Humanity is firmly entrenched on ten core worlds but communication problems lead to cultural drift. This is more acute in the frontier areas.

5655 — The development of true Molecutronics sparks an android construction boom. *Virtual Humanatronics*, the pre-eminent producer of molecular circuits, is soon recognized as the top-quality producer of android brains.

5603 — The Relative Inertial Field Suspension Effect is discovered.

4002 - 3621 — There is a booming interest in temporal physics: hypotheses of alternative universes and practical applications abound.

c. 3500 - 3000 — A general antipathy towards technological trappings leads to a scientific recession in many colonies. This anti-tech drive is sporadic and does not lead to a collective psychosis. Claims that the Dia Khovaria ("The Church of the Word") is responsible remain unproven.

c. 3000 - 2000 — This millennium sees the bits and pieces of humanity drifting further from each other and their common heritage. Many far-flung settlements cut themselves off from their parent societies by ceasing their already sporadic speed-of-light communications.

1921 — Andrium, the elemental source of powerful matter/antimatter reactions, is created on a near-earth colony.

1921-1480 — The secret of the production of Andrium is shared between allied near-earth scientific groups. It is kept from the political leaders of the day in an effort to prevent its hypothetical use in a military weapon of unparalleled destructive capability. The Andrium for Science League (AFSL) is born.

1192 — The AFSL performs an unsuccessful hypershunt test.

1190 — In a secret test, witnessed only by representatives of the Andrium for Science League, a spacefaring vessel successfully hypershunts with an Andrium power source. The second test in that same year results in the destruction of the test vessel.

c. 1100 — The Andrium for Science League develops an interstellar translight merchant service, the revenues from which are channeled into research and development. The monopoly held by the League makes them very powerful, and they eventually become a strong political force throughout the core worlds.

1076 — The Tachyon Beam Dictor is invented. This device allows instantaneous communication over great interstellar distances. The first units to appear have an effective transmission range of about 10 LY. Because the TBD system is developed by a research group sponsored, and closely supervised, by a leading political force of the time (a coalition of near-earth colonies), no production monopoly is held, and the system spreads quickly to several scattered colonies. The Dia Khovaria sees this as a chance to link their famous databases and make a new place for themselves.

1076 - 457 — The period of time generally referred to as the Wars of Integration. As a quickly installed TBD network begins to dominate the data transferral markets, the merchants of the Andrium for Science League lose the revenues which they were making in this field. To counter the subsequent decline in their importance, several members of the organization sell blueprints and manuals for the construction and maintenance of Andrium-fueled hypershunting drives to powerful political institutions. FTL fleets are slowly built up, and the Andrium for Science league is coerced into supplying precious antimatter fuel. The League, which still holds the secret of Andrium production, degenerates into a mere production cartel. With ships, fuel, and command communications provided by the Dia Khovaria's TBD system, the united core worlds embark on their self-proclaimed mission to reunite all of humanity. During this time a limited number of Andrium bombs appear.

c. 1000 - 500 — With data as a valuable commodity, and a far-flung TBD network, the D.K. experiences a return of their former prominence — at the expense of the last vestiges of their religious beliefs. By PreImp. 500 they have become a purely secular organization.

457 — The culmination of the Wars of Integration is the creation of the Terran Federated Democracy (a.k.a. "United Federation," and more recently, as the "Old Democracy"). The Democracy's parliament is located on Old Earth.

324 — The Terran Federated Democracy holds sway over Terran humanity and the homeworlds of affiliated xenoraces. This was the first (and nearly successful) attempt at a unified political structure to administer all of the colonized worlds.

323 — Several sectors and homeworlds declare their independence from the Terran Federated Democracy as their specialized needs are not fulfilled by this institution. They begin to fortify their systems against anticipated reprisals from the Federation.

291 — Man-portable blaster weapons are mass-produced as a construction method is discovered which prevents deadly radiation from being emitted at the point of attack delivery.

320 - 275 — The pre-imperial core worlds initiate a massive arms race as they construct the awesome Imperial Navy.

270 — The fledgling political unit which will, in time, gel as the Imperial Court unleashes brute force to deal with the old Democratic leaders and systems which have refused to come into the fold. At the same time, the D.K., having abandoned its ties to the Federation, employs some of its more sensitive data to 'convince' key leaders to cooperate with the Court.

256 — The Imperium-to-be issues a declaration to all inhabited worlds stating that it claims ownership rights of all systems colonized/conquered by man to date.

255 - 50 — Various uprisings, revolutions, and back-room politicking thwart attempts to quickly solidify the pre-imperial power base.

39 — The GCH opens its doors to hear interstate grievances of political, military, and economic natures. It is hampered by widespread accusations of perjury and corruption.

27 — The first of the Order of Truthsibyls are used at the GCH. Perjury is virtually eliminated; the seeds of a long and bitter rivalry between the Truthsibyls and the Dia Khovaria are sown.

25 — Macedon Gaius Triptolemus of Terra emerges as the leading candidate to ascend the Imperial Throne. Several Megacorporations rally to his name.

14 — This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian target; the population in question is the society occupying the Xi Sinva Star system. Their leaders are implicated in a plot to stop the Imperial Drive, the scheme uncovered by the Truthsibyls of the GCH.

12 VegaPol (An independent policing force), which supports the Galactic Court of Humanity and MERLOGH (MERchantile League Of Great Houses), is granted operational status.

3 — MERLOGH begins operating as the financial monitor of Terran space.

2 — The Emperor-to-be guarantees that the Andrium for Science League will maintain their production monopoly.

1 — The Emperor-to-be makes clear his intention to outlaw the production of holocaustic attack delivery systems.

Imperial Time

0 — Macedon I receives the Imperial Scepter and consecrates the First Terran Star Empire (consisting of a myriad of systems organized into Regions, Quadrants, and Sectors), and 27 Provincial Territories. The Andrium for Science League changes its name to Andrium Producers of the Imperium (API) in order to more properly reflect its latest primary function. This cartel retains its power through to the present.

1 — The Great Hoarding.

2 — The long prophesied and awaited Messiah of Izar seems to have incarcerated herself on a desolate and backward frontier settlement. Within a few years, hundreds of billions of humans embrace the spin-off religions catalyzed by her coming - despite vehement condemnation by the Dia Khovaria. Unable to keep a rein on his subjects, the new Emperor watches helplessly as expansion slows, research stagnates, and technology lapses yet again, as the Messiah is interpreted as preaching Asceticism. At least an entire generation of advancement opportunities is lost to the Empire.

4 — ICoM, a subdivision of MERLOGH, begins operations on Old Earth.

63 — The Messiah of Izar disappears under mysterious circumstances and the Emperor's court is implicated. Two decades of interstellar unrest follow, pressing the Imperial Deep Space Navy into action on several occasions. Not surprisingly, there are suppressed reports of numerous Starmada mutinies. The Imperial Fleet, suffering from a number of mutinies and clashes with powerful rebels, loses its effectiveness for a time.

72 — In an attempt to get a better grip on his crumbling Imperium, Emperor Protesilus I instigates sweeping reforms and new scientific project research incentives which he hopes will bring prosperity again. His plans get a lukewarm reception.

113 — Personal Velocity Shields appear commercially.

127 — The advent of improved sensor fields allow safe hypershunts out to a range of 50 LY. This instigates an age of unprecedented expansion. Frontier Provinces proliferate, bringing greater wealth to the Imperium.

301 — As a result of the War of Tarquinis (a.k.a. "The Rebellion of the Provinces"), Emperor Itzamná II allows Major Families to acquire additional systems directly from the Imperium and Frontier holdings. Restrictive Quotas remain in effect through the present, however.

412 — Matter/Antimatter torpedoes are first fitted on Imperial vessels. The Inner Provinces protest this as a violation of the Emperor's own holocaustic production ban, then furiously begin developing such weaponry for their own use.

462 — Personal Absorption Shields first appear commercially.

470 - 480 — The present.

8.0 LIFE IN THE TERRAN STAR EMPIRE

"This ain't no party,
This ain't no disco,
This ain't no foolin' around..."

Unknown Philosopher
Terra PreImp c. 9660

8.1 AN OVERVIEW

Life in the Fifth Century of the Terran Star Empire is an environment of contrasts: from unimaginable luxury and freedom to unthinkable toil and enslavement; from the pure height of selfless asceticism to the unspeakably deepest depravity. Money can buy power and power can get you just about whatever (or whoever) you want. Enough power can even get you Royal Status. The mighty Elmonit is your key to pleasures beyond the imagination.

Beyond trying to acquire cash, however, what do people in the Empire do? How do they interact? In this section are discussed some aspects of the Imperial Milieu which impact upon daily life.

8.11 SOCIETY

There is a fairly rigid social structure in the Terran Empire, though the ability of an individual to move out of a given class varies from province to province. One's social status is encoded into his/her/its ident disc along with other pertinent information, enabling security officials to quickly thwart any illegal impersonations or unauthorized entries.

ARISTOCRACY

The highest echelon of Imperial Society, the Aristocracy, is made up of the ruling families of the various provinces (See Section 10.3) including the Minor Clans. It also embraces all officials of the Province down through regional Governors (or their equivalent title) and their extended families. Nearly all major Provincial positions have become hereditary, thus adding to the sense of bloodlines dictating social class.

Aristocrats and their families are supported by the government, and though most have responsibilities to a varying degree, they seem to have large amounts of leisure time — and excesses of provincial tax money to spend. If this were not enough, most aristocratic families are extremely wealthy from inherited monits and holdings. Members of the aristocracy have a number of other privileges, both official and informal. Depending on one's rank, a member of a royal family may be exempt from varying levels of security and have more freedom (e.g., aristocrats in many provinces are permitted to carry deadly weapons while normal citizens are not). Royalty also seems to have a way of evading punishment for minor (and sometimes major) legal offenses. In most provinces a Citizen can marry into royalty and be considered such; a Slave is not permitted to marry royalty. Non-humanoids ('Humanoids' for this purpose include Neo-humans and Transhumans but not Androids or Replicants) cannot be considered Royalty under current law.

Those born into Royalty can never have it taken away. In rare circumstances, an Aristocrat has been sentenced to Slavery for a particularly heinous crime. Often this Slavery is for a fixed period of time, after which the convict is free again. He retains his Royal status, however. More often, however, a member of the Aristocracy convicted of a High Crime such as treason is sentenced to Exile (see below) for a period of time.

CITIZENRY

Citizens are usually required to work for their livelihood (unlike the Aristocracy), yet they are able to own property (unlike slaves). They are accorded full rights under Imperial and/or Provincial Law. The Citizenry constitutes the vast majority of the Empire's population.

Certified self-aware androids can become Citizens upon activation, while Replications cannot be Citizens under any circumstances. Most nonhumans who interface with the Empire on an official, friendly basis are considered Citizens.

Citizens may bear non-lethal weapons in certain situations, though almost all Provinces require licenses, and taking weapons from one Province to another can be an offense.

A Citizen may marry a Slave, but the practice is frowned upon and thus very rare. It also accomplishes little, as the Slave is not freed by the marriage process. On the other hand, keeping a Slave as a consort is very chic in some areas. Citizens may own as many Slaves as they can afford. Citizens may be sentenced to Slavery for various severe crimes — especially monetary offenses such as embezzling, forgery, Elmonit falsification, etc.; usually the Slavery conviction is for a fixed period of time, after which the convict is free again.

SLAVERY

Slavery in the Fifth Century of the Imperium is not necessarily as bad as it sounds; in some ways it is more secure than being a Citizen, since the government protects Slaves from mistreatment by their masters ("mistreatment" can mean failing to provide proper lodgings, diet and health care). A bankrupt Citizen has very little recourse but to renounce his possessions and become a Slave.

Slaves may not own any worldly possessions. Their clothing is their master's, as is their home and anything they may create as part of their job; in return the master must provide shelter and 'reasonably comfortable living conditions'. This can vary tremendously, however. Replicants especially tend to receive hellish assignments on mining colonies, on barely habitable worlds, or performing the most undesirable tasks. Officials frequently look the other way (especially if their gaze is diverted by Monits) when Replicant Slaves are being mistreated, since no one really cares for them. Human Slaves generally get better treatment, but there are still areas where they are subjected to inhuman treatment and the local government does nothing to protect them.

There are a number of markets for Slaves, including private purchase, public auctions, and black-market buying. The League of Merchants makes a considerable amount of money on the illicit slave trade, dealing in humanoids from uncharted planets, mind-wiped kidnap victims, and even more unscrupulous sources.

Slaves may be trained to perform even the most skilled duties, and can be certified in a number of technical fields. Wealthy Citizens often purchase skilled Slave pilots to fly their spacecraft.

However, Slaves usually are not permitted to leave a planetary Sphere of Influence without being accompanied by a Citizen or Aristocrat. Slaves may not carry weapons more deadly than a Stunner except by special license or in military situations. Although Slaves are often found in the Provincial or Imperial Soldiery (purchased by that government), they rarely become officers.

Slaves can only be freed by an Imperial or Provincial Board of Certification made up of members of the high Royalty. Slaves are very rarely freed, and at best they are granted Provisional Citizenship, which would allow them to marry Royalty, or for the children of a marriage to a Citizen to be considered True Citizens. Provisional Citizens have full legal rights and may possess money, but may not own land or have controlling interest in any business.

Exile

Exiles are Imperial criminals who are forbidden to enter any system controlled by the Empire or an Inner Province. They are only permitted minimal contact with Frontier Provinces and some are not allowed even that. Usually, Exiles are political criminals who are not sentenced to death or Slavery because the government would prefer not to martyr them. Exiles are the lepers of modern society, and to be caught dealing with one while within Imperial boundaries is to invite the unrelenting scrutiny and harassment of the Imperial Government (and nobody wants that).

8.12 TECHNOLOGY

Although technology in the universe of ***Space Master*** — some nine thousand years in our future — is far advanced, it is not beyond the imagination. Indeed, due to the numerous technological and social collapses which punctuated man's drive to the stars, many worlds subsist on a technic level not far above the barbaric 88th-90th PreImp centuries. While truly advanced equipment exists on Imperial Core planets and Provincial Homeworlds, the cost of bringing the more sophisticated luxury items to the Frontier has often proven prohibitive.

Below is a listing of the general technical limitations and achievements of man:

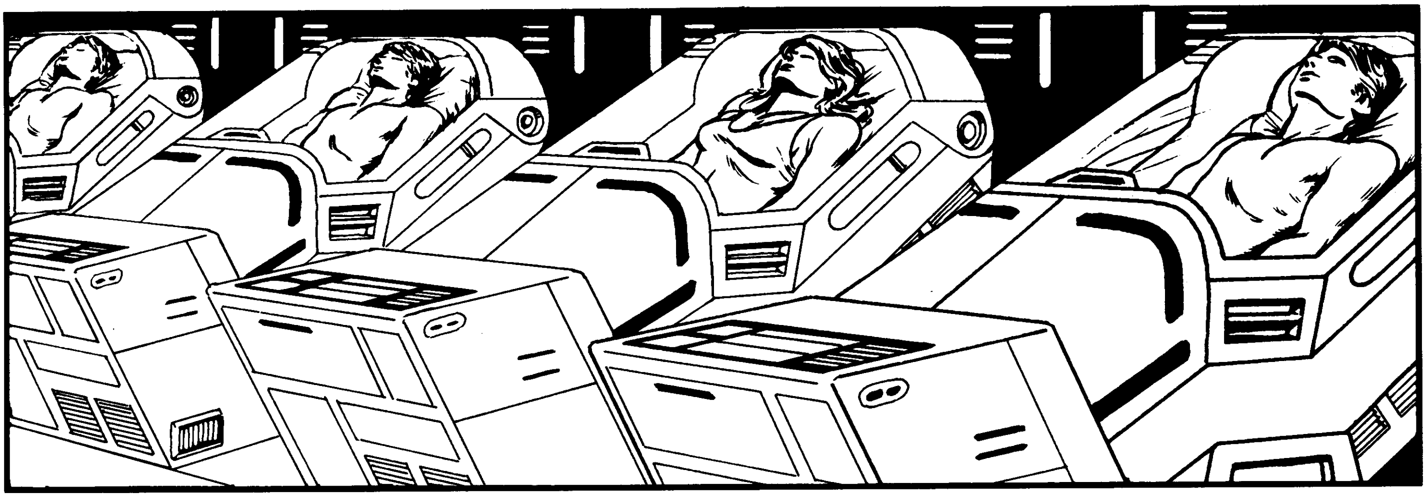
- Sentient cloning and alterant replications of all carbon based life forms whose genetic structure is encoded upon DNA strands.
- Controlled mutation of genetic material to create new extremely simple life forms. This is normally performed on the microbial level to produce biotoxins and antidotes.
- Cryogenic suspension of life forms.
- Gravitic field control to annul, enhance, or manipulate gravity on the sub-planetoid level.
- Artificial sentience brought about by growing synthetic molecular "brains".
- Controlled Matter/Antimatter reactions are the most powerful energy source available to man.
- Microfusion reactors provide the limit for efficient, productive, and portable energy sources.
- Present technologies allow faster-than-light travel at the maximum rate of about 0.4 light years displaced per hour.
- Controlled laser, particle beam, plasma, and electromagnetic pulse technologies form the basis for destructive weaponry on the large and small scales.
- Manipulation of atomic force fields and electromagnetic radiation allow the assimilation of defensive screens.

NOTE: *A much more detailed exploration of technology is made in the Technology Book. One may assume that the technological level of the Empire encompasses all technical possibilities postulated in the Technology Book; however, these rule limits apply ONLY to the Terran Empire, and the achievements of man. In no way should a GM feel that he should limit his alien races to Terran technologies. In general, the technological developments of different cultures and races should vary greatly, but the GM should always keep an eye on game balance.*

8.13 FINANCE

One of the most powerful and important uses of the Empire-spanning TBD network is maintenance of the financial network. Thanks to this net, a citizen of any Province is able to travel anywhere (theoretically at least) and purchase goods on the other side of the Empire without physically buying foreign currency, and without carrying around large amounts of hard currency to prove his financial worth. The grand coordinator of this incredible setup is MERLOGH.

MERLOGH (Mercantile League of Great Houses) is nothing less than the Terran Galactic stock market, but it is also much more. Every currency-generating political entity within the Empire has its Monit valued in comparison to its contemporary counterparts. All Monits, including the Imperial Monit, are also rated against the Terran standard Elmonit, the value of which is set by MERLOGH. Provincial and Imperial treasury bills, savings bonds, megacorp and subsidiary stocks, and various monits are but a few of the capital items which may be purchased and sold through MERLOGH.



On the personal level, each Imperial or Provincial citizen receives an Elmonit card at the age of maturity. From central Elmonit Adjustment Monitoring Facilities, a person's financial reserve records can be modified to reflect income and expenditures. Local terminals of these facilities are equipped to issue Elmonit statements upon personal request and dispense the appropriate Provincial or Imperial Monit for pocket cash. The computer monitors at a given central adjustment facility are quite capable of foiling fraudulent use of Elmonit cards along with preventing overdrafts. The adjustment facility is also capable of setting up automatic withdrawls on an Elmonit account in order to pay for big ticket purchases via installments.

Most minted monits (hard currency) appear as small, flat rectangles with smooth faces which hold a dull luster. Coming in a variety of denominations, the Monit is invariably formed from the most precious of metals: a platinum-titanium alloy. The Monit is a standard size and mass, and has a set base value of its own (the mineral worth of the platinum/titanium itself). Though this is significantly lower than the theoretical value of the Monit piece, it provides the minting House with some material backing, should their economy suffer a total collapse. This also allows for individual fluctuations within House Economies. The material value is usually enough to discourage counterfeiters, since a scanner analysis quickly reveals composition. To prevent fabrication of individual House mints, the Monits are imprinted with a laser-grain code on one side. This code is invisible normally, but when a Monit is held under a Coherent Decoder Lamp, the light strikes the intricately burned facets of the face to generate a holographic image in full color: the symbol of the House. Each House owns its own set of laser plates under the supervision of MERLOGH and its police. It is advisable to remember that although the material value of the Monit fluctuates rarely, the economic value fluctuates rapidly, as a function of the province's MERLOGH performance.

Houses gain their base wealth by either having access to planets with significant platinum and titanium wealth (both these minerals having substantial value in the Imperium for technological reasons) or because of some other material or technic monopoly which allow the purchase of such elements in volume. Naturally the latter houses are on less stable ground, not having a relatively open-ended supply of wealth. MERLOGH monitors how much money each House mints and occasionally imposes controls, but the relative influx of Monit wealth is part of the cause of the differential in the value of the individual Monit from House to House.

Most large exchanges of currency are performed using Elmonits (Electronic Monits), the Imperial standard unit of money. Although people are paid and purchase items in the Monits of their home province, their account with the MERLOGH bank is maintained in Imperial Elmonits; thus the balance can fluctuate hour-to-hour, depending on the strength of the House relative to the other members of MERLOGH. This has no effect on their purchasing power, of course, since the entire economy within a province gains or loses as a unit; their buying power remains the same. Citizens with no interest in interprovincial politics care very little what their Elmonit balance is, paying attention only to the Monit worth.

A Citizen's Elmonit Card is an entire banking portfolio, with not only access to the owner's cash reserves, but often a credit balance as well. This is more convenient than carrying a large number of Monits. One simply goes to the nearest MERLOGH transactor machine, inserts their Elmonit card, suffers the voice and retinal checks, and requests a withdrawal from the account. The machine checks the individual's balance while also monitoring the patron's vital signs; if tension is indicated, the patron may be withdrawing under duress (being robbed) and authorities are alerted. If the patron has the requested balance on record, the amount is transferred to the Elmonit Card (in Elmonit value) along with the date of transaction. Any previous balance encoded on the card is removed, revalued (since the Monit value will have probably changed since the last withdrawal), and added to the new card balance.

Retail merchants of any considerable size have MERLOGH Transactor machines right in the store, so that when a purchase is made the Transactor reads the encoded amount and date, revalues the Monits to the present, and deducts this from the Elmonit Card Balance. The store is immediately credited. Smaller vendors have 'personal transactors' which deduct the amount from the customer's card and hold the amount in memory. The shopkeeper then visits a Transactor machine at the end of the day, the machine reading the amounts and crediting the shop's account. The personal transactor is also updated to correctly calculate Monit-Elmonit differential for the next day's business.

With the use of Elmonit Cards, tourists and interprovincial businessmen may travel freely outside of their home province, and their Elmonit Card is welcome, currency easily obtained.

Elmonit cards are extremely difficult (though not impossible) to alter or falsify. They include Retinal data, as well as a very sophisticated laser coding system. One major deterrent to Elmonit Card Fraud is the MERLOGH Police (a branch of VegaPol). There are stiff penalties for convicted counterfeiters: death or mind-cleansing. It is also rumored that the Police often act without waiting for the technicality of a trial.

There is a general tendency throughout the Empire for provinces to be diversified almost to the point of self sufficiency, with a concentration of industry on unique specialties (which may have been the province's claim to fame in the first place.) Most large provinces are well balanced with respect to agricultural and industrial land use, with deficiencies made up through interprovincial trade. Every province guards its resources very jealously, and they are always on the lookout for usurpers and smugglers trying to muscle in on their business. Even minor drops in production can have dire economic consequences in the MERLOGH circles, so intraprovincial security is uniformly tight.

8.14 ARCHITECTURE

Humans still gather in cities; the instinctive need for physical proximity remains strong. This is also a result of the ownership of most land being in the hands of the Megacorporation and/or government; few individuals "own" real estate. Thus there is a very dramatic boundary from city to rural land. In fact, up to 90% of some planetary populations reside within city boundaries; the remaining 10% are either agricultural workers or Citizenry/Nobility wealthy enough to own a large estate (and the vast majority of them also own apartments in the city).

It is interesting to note the eclecticism which grows stronger as one nears the heart of the Imperium and the more settled worlds. There is a strong tendency to renovate rather than rebuild; a desire to preserve at least the façade of an earlier age. Many structures dating back to the early colonization period and the Universal Technological Recession are still inhabited. Ancient buildings of baroque design, refitted with the latest environmental and computer systems, create a strange fusion.

In the less prosperous areas of many planets the union is grating and harsh; no attempt at softening the junction is made. Where the original lighting or environmental systems have failed, less advanced equipment has been grafted on. Ducts and exposed wiring make for unpleasant decor. This is the darker side of the Imperium, planets where the environment has been abused. Sulfurous clouds rule the skies from which pour a continuous acidic drizzle. Everything seems old, barely functional, and filthy.

New settlements, especially the Homeworlds of the Inner Provinces, are another story. The latest technology is utilized to create slender spires and soaring arches: daring sculptures of architecture. All is glittering crysteel and glass. Support equipment and services are often underground, freeing surface area for parkland and resort facilities. These are spread across the globe, easily accessed through various high-speed transportation modes. Industrial centers are kept well away, often on remote islands or even polar regions (where thermal pollution is easily controlled). All forms of pollution are carefully monitored on inhabited worlds and violators can receive stiff fines from the Empire. There are exceptions, of course — where the ideal has broken down, laws ignored, and the planet is being stripped of resources without mercy. In these cases either the government is unaware, or is pointedly looking the other way. Every building or cluster of buildings in the city has at least one air traffic pad or port. Spaceports are located a few kilometers from larger cities: convenient but not intrusive, allowing the city to be a lone jewel on the landscape.

On many planets, however, there is the tendency to utilize the solid, grandiose architectural style of earlier eras (often stone or other ponderous material) and carefully infuse the advantages of high-tech refinements. The Empire, in an apparent attempt to emulate ancient Terra's Renaissance period, has encouraged such fashions and trappings in the Imperial Court. Many new buildings on Terra and Venus (home of the Imperial Senate) also reflect this style. All this, the Emperor hopes, will promote a feeling of enlightenment and forward momentum — that the Stellar Empire is entering a new age. Few are fooled by this ruse, however; under the precision-ground marble façades of the new Imperial Palace building remains a foundation of crysteel supporting one of the most corrupt, power-mongering governments ever to exist. And it continues to flourish.

8.2 TRAVEL AND COMMUNICATION

The Terran Empire operates in a manner strikingly similar to pre-technology feudal systems on Terra and similar worlds, mainly because of the limitations of communication and travel. The nearest star systems are days away, and even the shuttle from Terra to the Imperial Senate on Venus can take over five hours. Personal travel is an important part of Imperial politics, and interprovincial trade has never been so vigorous. Several private corporations provide the mainstay of inter-province passenger and cargo transport, while the Provincial subcorporations dominate intraprovincial travel.

The fastest method of sending an interstellar message is via the Dia Khovaria TBD (Tachyon Beam Dictor) Datanet, and that requires up to several hours (mainly because of the necessary relays). Because of the somewhat insecure and restrictive nature of TBD communication, many prefer to utilize couriers when the message is sensitive and/or complex in nature. Thus, news travels slowly and in fragments. A Duke could be assassinated and the other planets of the province might not learn the news for hours; days for those without TBD stations. Distant provincial leaders might not learn the news for months. It is largely because of this delay that the Empire exists as it does. A decentralized rule is necessary to maintain control over a far-flung populace where distant communication is less than instantaneous.

8.21 PERSONAL TRAVEL

Travel in the Terran Empire can be broken down into three basic divisions: Intraplanetary (destination being on the same planet as departure point), Interplanetary (within the same stellar system), and Interstellar (from one stellar system to another).

Intraplanetary Travel

Travel between any two points on a single geosphere is a relatively simple operation on any civilized world in the Empire. Such worlds often have a variety of transportation modes available, depending on the urgency and wealth of the traveller. A few options are listed below — though not all options would be available on any given world. Most such transportation is monitored and directed by a planetary computer system which flawlessly (in most cases) directs all traffic, and constantly monitors the travel lanes to be sure that vehicles are complying with directions. Such a system is always backed up by a ready police force of aircraft to ensure proper travel conduct (this is rarely a problem as most advanced vehicles are computer controlled as well). However, should an aircraft disobey flight instructions and prove to be a hazard, it could be disabled — or even destroyed — by interceptor patrols in the interest of air safety.

Suborbital Shuttle: Only practical for transcontinental trips, the Suborbital shuttle lifts from a port, climbs almost vertically to a high altitude to reduce atmospheric friction, and proceeds at high speed to its destination. The shuttle often spends more than half of the trip ascending and descending, and is the most expensive mode of commercial planetary transport.

Hypersound Transport: Simply an atmospheric vehicle which cruises at faster than the speed of sound (normally three or four times sound, actually) able to circumnavigate an average geosphere in less than twelve hours, this is the preferred mode of travel on most developed worlds. Such transports come in a wide variety of sizes and designs, from large commercial carriers to small, sleek private craft. Most are powered by clean fusion jets.

Conventional Aircraft: Much slower than hypersound, these aircraft are nevertheless practical for shorter journeys (up to 5000 kilometers). Efficient prop engines (electrically powered) are quiet and maneuverable, though some utilize fusion jets as well. Virtually all advanced air vehicles have vertical takeoff/landing capabilities, whether it be via rotating propellers or gravitic lift. This allows such vehicles to depart from the roofs of buildings and other restricted spaces rather than the large port facilities, greatly reducing delays.

Subterranean Shuttle: A more unusual form of transport, it has some advantages over air travel and is popular on worlds of medium technology levels. It is of necessity a commercial mode, requiring a network of underground tunnels, kept at near-vacuum to reduce air drag. Streamlined trains, often luxuriously appointed inside, travel these tubes monitored by a computer. Such trains are held suspended by superconductor webs and can thus accelerate to considerable speeds. The best of these are nearly as fast as the hypersound transports; even more safe, and less expensive.

Gravitic Car: Definitely a short-trip vehicle, the gravitic car is a catch-all phrase for a vast array of vehicles which utilize a gravitic nullification effect to make them essentially weightless. There are two basic varieties: fixed and variable altitude.

Fixed altitude cars hover at a fairly constant level above the ground (usually about 70cm) and keep to predetermined highways. Variable altitude cars are just that: they can rise to almost any height (a thousand meters is a standard legal limit, though this varies in metropolitan areas) and are much more maneuverable and often capable of greater speeds — up to 500 kph. Although their main power is gravitic, all have emergency braking thrusters and other safety features to prevent disaster, since gravitics are not effective for abrupt stops or tight maneuvers. Gravitic cars come in every imaginable size, shape and design. There are also a variety of open-air scooters which function similarly.

Interplanetary Travel

Nearly all commercial interplanetary travel involves a three-step process. The first is ground-to-orbit, where the traveller boards an orbital shuttle (either commercial at a port or a private craft) and is taken to an orbiting space station. For the second phase the traveller transfers to an interplanetary craft, which makes the journey from one orbital station to another at the destination. Finally, the passenger debarks at the station orbiting the destination planet, transfers again to an orbit shuttle and descends to the planet surface.

Interplanetary travellers are subjected to some security measures, usually at the Orbital Station of departure. Ident Discs are checked, and luggage is scanned to prevent transport of illegal or controlled materials.

Wealthier travellers in a hurry have the alternative of taking a multi-use craft, which is capable of making atmospheric takeoffs and landings, and can thus take them from their home port directly to the planetary port of destination. These vehicles are usually smaller (and more expensive) since there is a smaller clientele for any given trip from point X to point Y, whereas the transfer system allows a larger number of people to be transported more effectively. Those who select this mode of travel also suffer the security measures, but are checked at the planetary port. There are exceptions: corporate and/or government officials who have standing security clearances and private ports.

Interstellar Travel

Interstellar travel is actually not very different from interplanetary travel in some ways. It usually requires the same three-part process, and a rigorous security check. If one is travelling to a foreign Province, there is a very thorough check at the destination port of entry .

Commercial Interstellar vessels are almost invariably large affairs with variable accommodations depending on the length of the journey and — of course — the depth of your Elmonit reserves. Since long Hyperspace trips can take decadays, most ships have suitable 'cabin' lodgings, which include berths, sanitary facilities and media services. In addition, passenger liners are outfitted with any number of the following: swimming pool, bar, restaurant (usually several), athletic facilities, holorecreation lounge, gameroom, etc. These ships are mobile cities devoted to their passengers' comfort during the voyage.

Of course, for many the hyperspace journey can be a days-long nightmare. Everyone experiences a certain dizziness and vertigo when entering and leaving hyperspace, but many humanoids — for no reason yet determined by Imperial medicine — suffer hallucinations, inner-ear balance problems, and a general malaise which lasts as long as they remain in hyperspace. There are drugs which minimize this malady, but none yet to completely prevent the worst effects.

If one is wealthy enough to own a Hyperspace-capable ship, then interstellar travel is actually rather simple. Such privately-owned 'yachts' are atmospheric and interplanetary travel-capable, allowing one to go directly from home port to destination. There are still the usual security checks however, and travelling on one's own can be a dangerous business.

*Following are a few pointers for the adventurous interstellar traveller to keep in mind, Excerpted from **Muldaak's Handbook for the Independent Tourist** (The Unabridged Underground Edition):*

1. Never make a hyperspace jump too close to a major gravity source. A relatively safe distance to hypershunt out of or into a system is 500 celestial body diameters from an influential gravity well. Of course, denser bodies generate a much more substantial well then the more common, less dense bodies. Safety-minded ship captains get at least 1000 diameters away from a star.
2. Transmit the proper "Passage Code" when approaching an inhabited world or Space Station. These codes are standard for each province, including Imperial Territories. The code includes, among other things, the ship's registration, point of origin, and business. Bored and trigger-happy planetary garrisons or police forces get their kicks from blowing away unidentified ships entering their jurisdictions, rather than waiting around for the trespasser to think up some pitiful excuse for why he is in their space. (Extra hint: don't try "The passage code tape was accidentally erased!" They've all heard it.)
3. Always have a good reason for being in a foreign province. In the politically and economically aggressive society of the Empire, no one trusts anyone if they want to live to see the next eclipse. This is especially true at this time, considering all of the cloning, genetic manipulations, mind control , and cybernizations that are going on. Provincial Troopers would just as soon throw a foreigner into detention and impound his ship than let him go about his business with only a cursory examination.
4. Don't go anywhere without a legitimate Ident Disc. Every citizen of a Province (and the Imperium) carries an identification disc which tells the security personnel that the owner is a real person (or whatever). It follows that if a traveller lacks proper identification, he is not a citizen and is more likely an escaped slave or spy. Protesting this assumption is normally met with a less than sympathetic ear. Escaped slaves and foolish spies seldom receive a preliminary hearing before their summary execution. It is possible, however, with a lenient security officer, to be caught without an Ident Disc and merely be sold into Slavery or handed over to a biological research group for experimentation.
5. Never leave home without your Elmonit Card. Hardly less critical (and sometimes more important) than your Ident Disc is your Elmonit card. This lovely rectangle of composite semiconductors and other shiny materials is your key to the Capitalist Empire (assuming you have a positive balance or at least a credit line). With enough Elmonits you can buy your way out of almost any misunderstanding or misfortune. As they say in the Senate: "Everyone has his price."

8.22 COMMUNICATION

Silence is the virtue of fools.

Francis Bacon
De Dignitate et Augmentis
Scientiarum
Terra PreImp c. 10050

The Tachyon Beam Dictor, though the swiftest mode of interstellar communication known, has its drawbacks. Direct links over more than 50 light-years (and sometimes considerably less) can take several minutes and sometimes even hours due to message backlog. In addition, TBD communication requires a very large reception/transmission antenna array (roughly 1 kilometer in diameter is required for each 10 LY of clear transmission at a comparably sized receptor). The grid panel material is expensive and it requires considerable skill to align the grid correctly. Any given relay is usually 'down' (inoperative for one reason or another) as much as 10% of the time, though the D.K. net is sophisticated enough so that communication can be rerouted with very little delay.

TBD transmission limits are crude by modern standards: visual and even audio transmission is only possible via certain linkups (as well as quite expensive); normally TBDs are in the form of a prepared message sent in a quick burst, translated back and delivered as written communication. Far from perfect, it is still the best setup available.

The only single network which spans the entire Empire is the one operated by the Dia Khovaria, which has at least one uplink station on every civilized planet and Imperial Outstation. In addition, the D.K. maintains nearly all of the hundreds of relay stations positioned throughout Imperial Space which make long-distance communication possible. There are a few Provinces who maintain their own relay stations (mainly out of pride or a hatred of the D.K.) including Houses Colos and Hulugu, but for the most part the feudal governments have grudgingly signed the Chapterhouse leasing agreements and accepted the self-righteous presence of the Holy Church of the Word on their homeworlds. The most reliable TBD technology coupled with the largest archival database in human history is hard to turn down out of pride or prejudice.

In addition to the D.K. network, there are a handful of competing TBD corporations, usually covering no more than one or two Inner Provinces. They manage to squeeze out a small profit, but it is an open secret that the D.K. intends to squash them one at a time — at its own leisure. The relationship between the Emperor and the D.K. is an interesting one, each depending on the other to maintain an optimum powerbase. His Imperial Majesty is historically suspicious of the motives of this arcane group, however, and one of the earlier Emperors declared it High Treason to withhold from either his agents or the agents of Vega (MERLOGH, the GCH, and VegaPol) free access to the net on demand.

The TBD network has five major functions:

1. MERLOGH Elmonit adjustment and banking updates. This is the most important purpose of the TBD net on a day-to-day basis; it allows interprovincial finance to proceed smoothly.
2. News Service. This transmits important announcements in text form to the various downlink stations throughout the Empire.
3. Imperial Communication. The Imperial Government is the only TBD customer able to afford regular visual communication, and high officials — being bureaucrats — employ it more frequently than they should.
4. Personal communication. As described above, most Citizens cannot realistically afford TBD communication any more sophisticated than the transcribed document version.
5. The D.K. itself uses the network as much as any other group. Interdepartmental communication, archive updates, and other data transmissions are a daily part of D.K. utilization of the system.

8.23 LANGUAGE

Time that is intolerant
Of the brave and innocent,
And indifferent in a week
To a beautiful physique,
Worships language and forgives
Everyone by whom it lives.

W.H. Auden
Terra PreImp c. 9700

As can be expected, there are a huge number of languages spoken throughout the Terran Empire, and an interstellar traveller must be careful of not only what he says, but how he says it; dialect and inflection has evolved into a very major aspect of speech.

Commonly Known Tongues

The official language of all citizens of the Empire and Provinces is Imperial Standard, also known as Anglaman. It is a distant bastardization of Terran English with a vast supplemental vocabulary. The key to Anglaman's supremacy lies in the dim past of civilization. In the early 88th PreImp century the English-speaking peoples economically dominated Earth, forcing all other world market populations to learn the language in order to deal with them.

In addition to Standard, each Inner Province has an official tongue, normally related to the cultural roots of the Province. It is common practice for most educated people to know not only Imperial Standard and their home tongue, but also the languages of the neighboring provinces.

There are also of course the alien races and their 'tongues' (loosely speaking). Some are within man's ability to imitate, while others require sophisticated translation equipment.

Special Languages

Beyond the normal spoken languages, many groups have their own private methods of communication. A few of particular interest are noted here.

Dia Khovaria: The church teaches its members a complex language of hand and body signals which defies analysis by even Imperial analysts. Many of the motions are so subtle that they are not even noticed by the casual observer.

League of Merchants: Members of the League hierarchy know an abbreviated language — more like a communications code — which they use amongst themselves.

Truthsibyls of the GCH: These women also apparently have a sign language which they teach to no one but trusted members of their elite order.

Computer Languages

The following languages, applicable for computer interface purposes, can be learned in the same manner as normal languages (written only). Languages marked with an asterisk (*) are restricted and can only be learned by certain persons.

Tablet — General research.
ForA — Self-monitoring weapon systems.
ForA XI — Self-monitoring weapon systems (satellites).
Mechrun — Industrial robotics.
MedIC — Medical diagnostic and monitoring systems.
CMT scram — Communication interpretation systems (TBD).
C3 iv — Communications (specialized security adaptation). *
SEN 67 — Self-contained sensor buoys.
Mer Lanex Tau — Space vessel computers (Devon: Astro).
Z Weda — Space vessel computers (Devon: Sys. Maintenance).
Nav 4a — Low security military operations.
Nav 20 — Medium security operations. *
Imp Nav 10 (alpha - epsilon) — High security fleet systems. *
SPS — Black market computers (monitor systems).
SPSn — Black market computers (space vessel systems).
DoDEC — Black market computers (space vessel systems).
Edic — Education systems.
Visig — Holographic graphics generation.
VERAD — VegaPol Research and Database. *
MerC — Merlogh Elmonit adjustment Control. *

In addition, there are considered to be (for game purposes) five basic levels of computer security, with Level I being minimal security, and Level V being the most difficult to gain access to.

8.3 ENTERTAINMENT

Imperial Citizens — especially the upper classes — have a never-ending thirst for new diversions. Included in this section are a few examples of the sorts of activities which Imperial society indulges in regularly.

8.31 SPORTS

In the area of sports, the concentration is on tests of physical prowess. In addition, there has been a trend over the last few decades towards "low-tech" games spotlighting danger and violence. A variety of individual competitive activities exist, as well as myriad team spectator sports. Some of the more popular team sports have leagues which span the Empire, though most are only Province-wide, if that. Since instantaneous coverage of events beyond a single planet is not yet possible, truly Empire-wide fame for a sports team or personality does not exist. However, several sports have gained significant followings, and in some cases teams play tournament-like schedules culminating in championship games on Terra itself.

Meta-Ball Hockey

A favorite throughout the Empire, Meta-ball Hockey is distantly related to the ancient sports of lacrosse and hockey. Two teams of twelve men (including a goalie) face off in a three-dimensional n grav arena, armed with 2 meter long magneto-sticks and equipped with small thruster-packs for maneuvering. They attempt to control a metallic sphere about 10 cm in diameter with the magnetic fields produced by their sticks, guiding the ball into the opponents' goal. The sticks are able to produce a field up to 5 meters beyond the stick, manipulated by the handgrips — but naturally the field is weaker the longer it is extended. The sticks are also often used as clubs against opponents, who wear only minimal shock padding. Players also accelerate with their thruster-packs and body-slam opponents. Injuries are frequent, and though each team has six backup players, the end of the game will often find the teams short of men. Current medical technology and the financial backing of Meta-ball teams allows most injuries to be repaired by the next meet.

Meta-Ball game arenas are 50 meter transparent plasteel cubes with full surround grandstands (spectators seated on all sides, bottom and top, possible because of artificial gravity). Because of their popularity, they invariably have global vid coverage, high ratings and powerful sponsors.

Null-Grav Forcehoops

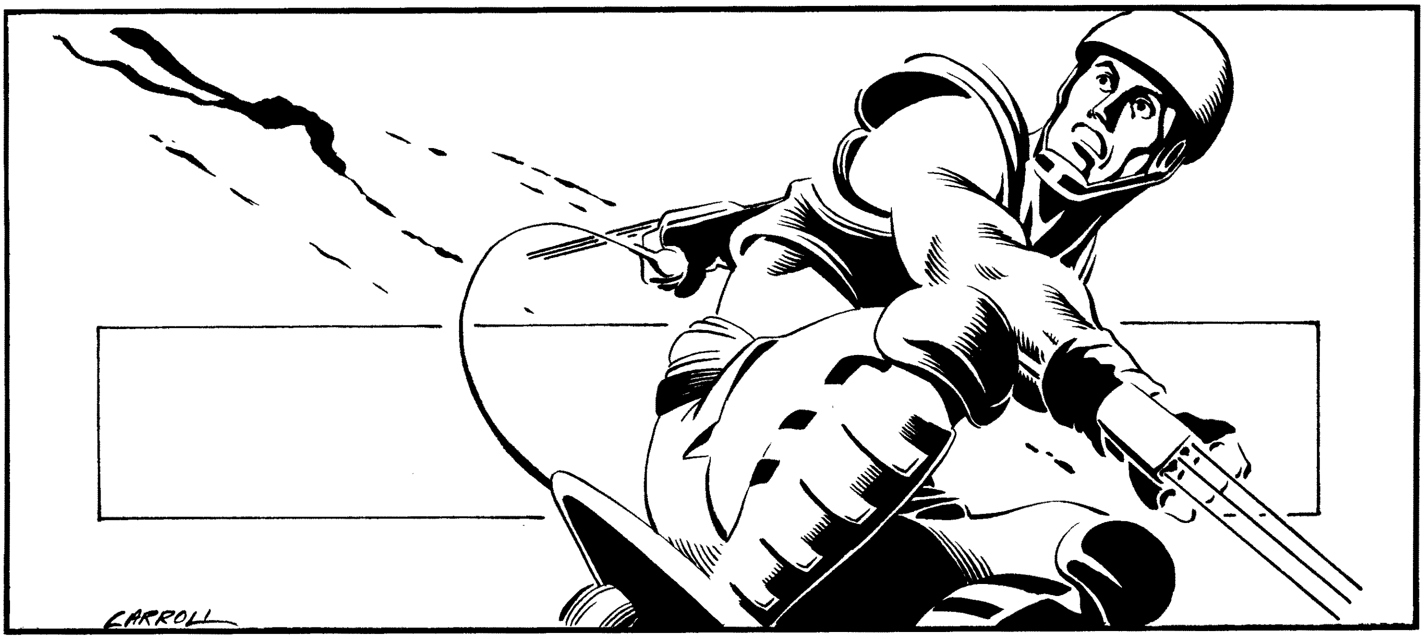
Though playable in the same null-gravity arenas as Meta-ball, Null-grav Forcehoops is a completely different sport with a different following and philosophy of play. Players wear gravitic belts with special wrist and ankle bands. These generate magnetic and gravitic repulsor fields which prevent one player from touching another. To attempt to grab or hit another player is like trying to grasp a frictionless surface: they easily slide away. Without the thruster packs used in Meta-ball, acceleration is severely limited. These factors make Null-grav Forcehoops a game of finesse and agility rather than one of brute strength. Ring-shaped goals, 30 cm in diameter, are placed at opposite ends of the arena, and play is conducted using an inflated ball with a flexible metallic coating about 25 centimeters in diameter. The ball is gently repelled at all times by the walls of the arena (so, if left to itself, it would eventually find itself in the center of the play area) but the field is not so strong that a firm throw cannot overcome the effect — thus the ball can be bounced off the walls. Unlike the ball, the players are gently drawn to the nearest surface, though it is easy, once contact is made, to jump away again, even to the far side of the arena.

The game is played by two teams of five men (or women) who try to get the ball through the opponent's goal. The team with the most goals at the end of the time period is the winner.

There is a lot of passing in the game, since once a player has grabbed the ball, s/he is probably going in a direction unsuitable for scoring a goal. There are also elaborate strategies and tactics involved, and several specialized rules assure a fair, active and exciting sport

Power Raking

A sport even more violent than Meta-ball, Power Raking (or simply "Raking" as it is sometimes called) is also less well known on a wide scale, and historians believe that it (like many of the current athletic competitions) is based on a much older sport from Terra's pre-spaceflight centuries involving contestants on 'roller skates' on an oval track. The sport involves two teams of four men, and is played in a concrete, bowl-shaped arena up to about 30 meters across. All players move about the area standing on small platforms about 50 cm long, equipped with a small motor and four wheels. This powerboard is controlled via a handheld throttle cable-connected to the motor (braking and steering is handled by dexterous weight-shifting and twisting the board). All movement in the arena must be on the boards — no walking or running. Each player wears a colored scarf at his waist, and the object of the game is to collect all the scarves of the opponents before the other team does the same, and reach the upper lip at the perimeter of the arena. It is a special coup to achieve this and manage to keep (or recover) all of a team's own scarves. A trend in this sport is towards younger players (who are quicker and more agile); in fact many planetary leagues require that all of the players be between the age of sixteen and twenty.



Where the gruesome aspect of this game comes in is the special gloves worn by the contestants: reinforced hand-sheathes with 15 cm long claws, used not only to snatch the scarf, but to 'rake' the opponent (usually across the exposed stomach or thigh), injuring him enough to take his scarf and also keep him from taking yours. Players go at each other in strafes from one edge of the the arena to the other (there is a narrow lip of level area around the bowl, just above which the spectators are stacked in tall grand-stands). Hurtling downward in a crouch to minimalize vulnerable areas, they attack and hopefully sweep past each other, snatching the opponent's scarf. Players are not permitted to stop for more than a few seconds on the lip during play, but must continue to sweep across the arena until one team has secured all of an opponent's scarves.

Contestants are allowed to wear armor, including elbow, knee and shoulder pads and a lightweight helmet, but protective clothing beyond that is considered cowardly. Therefore, players often wear shorts and no shirt, soft shoes with good traction, exaggerated shoulder pads and little else. Helmets are open-faced and provide only minimal head protection. Injuries are inevitable, and the abdominal wounds are sometimes serious. Play does not stop when a man goes down, though it is not permitted to hit a down man (this doesn't mean it doesn't happen). When a player appears to be badly hurt, the coach and medics enter and remove him. His scarf(s) are given to a teammate.

It is not considered honorable to take a down man's scarf; one is supposed to wait for him to get up or be removed. Nor is it in good taste to win by killing or completely incapacitating your entire opposing team; the honorable (and more exciting) win occurs when the losers are all still on their powerboards and able to maneuver — although the end of a match sometimes finds the losers bloody, bruised, and unable to walk for days. Since Power Raking is more of a low-budget gutter sport, teams rarely have the funds for more than basic medical attention. Owners replace an injured player rather than spend monits to heal a current one.

As noted, Raking has become immensely popular in some circles in the last five years, centered mostly on the lower-technology planets. It is one of the more exploitive sports, as the preference is for underage players — often orphans or black-market slave youths owned by wealthy promoters — and meets are frequently a center for gambling and other controlled activities. Poor youths on backwater industrial planets desperately compete to be on Raking teams, seeing it as a way to get out of their environment. In some areas Power Raking is illegal, though it flourishes nevertheless underground — sometimes promoted by League of Merchants operatives.

8.32 MEDIA

The history and nature of any society is often best understood not by studying the dry 'factual' accounts of its past, or the 'factual' news reports of its present, but by observing the literature and other arts created through that culture's growth and maturity. The arts of the Fifth Century Terran Star Empire say much about Imperial society.

The single most complete source of any kind of reference information, historical records, literature and the arts is a D.K. Chapterhouse database. The Dia Khovaria maintains at least one Archival Library on every completely settled planet in the Empire, and each library contains the "sum total of human knowledge" (so the D.K. claims). These archives can be accessed (for a fee) by any Planetary Computer network, including sophisticated computer or human aid. Those with a shipboard Mk (10 or higher) computer can even access the database from orbit.

Many other libraries exist, especially on the older Core worlds, and at corporate headquarters, and some are quite extensive. None, however, can compare in completeness with the D.K. collections.

Music

Music in the Fifth Century of the Empire is more varied and diverse than can be imagined. Although the Imperial and most Provincial Courts still enjoy authentic ancient music performed on genuine acoustic instruments, the rest of Imperial society has tastes ranging from semi-sonic flow resonances to resynthesized conceptual reharmonizations. Occasionally, a musical trend will become so pervasive as to sweep an entire province for a few decadays, but it will pass just as quickly.

LitGlasses

Available for purchase or rental at many locations, these are 'books' optically stored on small crystal squares about 5 x 5 x 1cm. The data cannot be altered once encoded (they can hold up to about 200 megabytes of data, though most have considerably less) and the 'glasses' are almost indestructible. They are readable with portable viewers or consoles.

HoloVids

Also stored in glass squares, these vids can either be reproductions of ancient 2-D videos or three dimensional holographic videos. Either can be viewed with a portable viewer, though a console model is suggested for the full effect of a holovid.

The more sophisticated ones are interactive setups in which the viewer is connected to a computer/interactor, and 'enters' the video, allowing him to interact with the characters and seem to move about a three-dimensional, very realistic setting without ever leaving his autocontour chair. The difference between interactive vids and the DREAMgame below is that someone viewing an interactive vid is always cognizant of his immediate surroundings (chair, vid controls, headset) and though the sounds and holographic display are very realistic, it isn't 'real', being externally created.

8.33 MIND ALTERANTS

A variety of mind-altering substances and devices are available, from the mild stimulants like Jirolene to the DREAMgame (Direct Response Environment Actuator Matrix), which is illegal but still widely used on the black market. A few are discussed here.

Electronics

In the year Imp. 461, an unnamed biotech corporation developed a device as unique to history as the role it was destined to play — the (Direct Response Environment Actuator Matrix) or DREAMgame. In layman's terms, the DREAMgame "places" the user in a hallucinatory reality (the parameters of which are programmed into the matrix) and creates sensory input (via electrodes connected to the temporal lobes and fingertips) which corresponds to the user's own responses. In addition, the matrix can dull or sharpen neural competence in specific areas of the brain, allowing alien "mind-sets" to be temporarily superimposed. The result is a total sensory hallucination in which the user may consciously interact. For two years DREAMgames were manufactured in abundance (carefully monitored by the Technology Ministry of course). Not only popular for recreation, the uses they presented for training put them in high demand. Eventually pirated version and then entirely new innovations, appeared. This boom period ended in Imp. 463, when Imperial researchers informed His Majesty of two recently discovered facts: one, that severe psychological dependence frequently occurs amongst DREAMgame users, occasionally accompanied by even more serious neuroses; and two, that an as yet small but slowly rising percentage of regular users were showing signs of increased psionic ability. This increase was first and most easily spotted in registered Telepaths, but psionic research soon showed that even non-Telepathic gamers developed an increased ability to defend themselves against psionic intrusion. As a result, production, maintenance, distribution and ownership of DREAMgame systems was declared illegal for all but authorized Imperial researchers. Needless to say, this legal action had little effect on the already established black market, now dominated by League of Merchants operatives.

There are numerous variations on the DREAMgame, and other electronic sense altering devices too numerous to mention here, most are unreliable, and many are very dangerous.

Drugs

A few of the more popular recreational drugs are mentioned here; a more complete drug list can be found in the Technology Book. All such drugs are produced in 'tabs', 1cm diameter discs which adhere to the skin and slowly infuse the drug into the blood stream at the correct rate. When infusion is complete, the tab drops off. Tabs are adhered by a Medtab applicator, available in a variety of designs.

Jirolene: A mild stimulant that aids in wakefulness and alertness.

Gorteline: (Sold by one company as *Hyperdrive*) Lasting about an hour, Gorteline produces a somewhat euphoric, energetic effect. It is psychologically addictive and restricted.

Rebillis: Reputedly allows a character to "see a few minutes into his future". The drug is not addictive, but is also very unreliable.

Mirandil: (Marketed by one company as *Musalot*) a depressant, it creates a mellow, reflective mood for about five hours.

Teledrine: A difficult drug to obtain and totally illegal in many provinces, Teledrine increases the effectiveness of psionic endeavors by Telepaths and Semi-Telepaths. It is sometimes used by Truthsibyls of the GCH.

9.0 THE IMPERIAL GOVERNMENT

"Liar!" spat Sibyl Olvana Giovanyn, her long-nailed finger stabbing through the air. The elderly target of her accusation, Cardinal Aurelis Nogia, showed no reaction but a tiny smile at the corner of his thin lips. Both stood bathed in the monochrome light of Terra's large moon, motionless for a frozen moment on the large palace balcony, though the Truthsibyl's diaphanous robes billowed hypnotically in the evening breeze. Inside through the huge tinted-glass doors murmured a reception of several hundred people.

Cardinal Nogia clasped wrinkled hands under his embroidered vestment surcoat. Grinning lines fanned around his blue eyes as he licked his lips. "My dear Olvana, perhaps your talent has escaped you! Or is it your sanity? You dare accuse a Supreme Cardinal of the Dia Khovaria of speaking falsely?" he smiled then, the way he always smiled: a humorless, calculated, taunting parody of geniality. Cardinal Nogia never did or said anything uncalculated to the last percent of probable reaction.

Sibyl Olvana Helene Giovanyn, High Truthsayer of the Galactic Court, curled her trembling finger to join the others in a tight fist. Although she appeared to be of early middle-age, she was in fact well over one hundred solar years old, owing her longevity to her Psionic body mastery (and more than one rejuvenation treatment). Her sable hair, pulled back from elegant features, remained mostly concealed beneath the white hood of her robes. The Psio-prismatic jewels in her earrings glittered with a life of their own, answering to the energy of her mind. "I accuse you indeed, Aurelis, you dotard! Don't you think that we in the Order can pierce your little schemes?" Her words were couched to prick at him like annoying insects — Psionically barbed.

Nogia stepped back and held out his Integrated Circuit amulet as if it would defend him. When he spoke, however, his tone was mocking and unafraid. "Sorcery! Don't try your Mentalist tricks on my mind, Truthsibyl! I have been conditioned against Vocal Control."

"I needn't use Psionics on you, old man." She retorted, sweeping around Nogia on the marble-tiled balcony. "I don't need Telepathy to perceive your pretty plan for House Moskava. You weave your schemes with as little skill as the nets of your damned Tachyon Relays! I understand the Aurigae Sector conduit is down again, by the way."

"Sabotage, as you well know, crone." Nogia snarled.

"Sabotage! Always the cry when your precious communication net fails! How convenient." She allowed herself a victorious smile.

"And well do you understand the convenient excuse, Olvana. Your witchly powers seem to evade you with predictable regularity: when your provincial cronies are on the stand!" The Cardinal's full sleeves furled as his hands punctuated the remark.

Then the balcony door swung open and the discussion was severed. A tall man in glittering robes stood framed in the entryway as light and music poured from the chamber within. His Imperial Majesty smiled. "Ah! My two favorite Ministers! I should have known by the shouting. Please try not to murder each other until after the reception." Then he was gone, and they were alone again.

"He is a fool." Nogia muttered.

"On that we agree." Olvana Giovanyn nodded.

D.K. Datafile 3487 Beta Zed4 Restricted Access
From a conversation in the Imperial Palace
Recorded secretly by Cardinal Nogia

Three branches make up the government of the Terran Star Empire, and though His Majesty wields considerable personal power, the other two groups serve to temper His Will, and assure some semblance of continuity in governing the hundreds of billions to whom He is responsible.

9.1 EXECUTIVE (IMPERIAL) BRANCH

Location: Sol III: Terra

While His Imperial Majesty is indeed the Absolute Ruler of the Galaxy, he requires a vast administration to execute his reign. The Imperial Cabinet of Ministers and a number of Directorates with far-flung offices ensure that His Imperial Will is made known and followed, even to the very Frontier.

9.11 IMPERIAL DYNASTY THRONE

The Absolute Lord of the Galaxy, Supreme Master of the Terran Star Empire, rules his vast realm from Old Earth. His Imperial palace is situated in an area once known as Constantinople, the complex and grounds covering nearly 1000 square kilometers. Twelve other palaces dot the globe, situated in various climates, and visited by His Majesty when He desires a change of scene. Terra's environment has been revitalized since the wanton destruction of the 19th-21st centuries, and much of the planet is parkland or natural wildlife habitat (one of Emperor Typhon IV's few really socially responsible moves).

The Emperor and his family are protected by the Imperial Police Force, each member of the family having a number of personal bodyguards as well as a military unit which accompanies them should they leave Terra or the Sol system.

9.12 IMPERIAL CABINET

All appointed by His Imperial Majesty, these advisory positions actually carry significant power and political clout. In a realm as vast and far-flung as the Empire, a high-ranking government official of necessity is granted considerable authority. To back up this fine theory, the Imperial ministers never travel far from Sol without a sizeable Imperial Starmada task force.

Information Ministry: The Minister of Information happens to be Cardinal Aurelis Nogia of the Dia Khovaria. A D.K. administrator is actually a logical choice considering their unequalled database and communication network.

Defense Ministry: This administrator is responsible for maintaining the Imperial Fleet, supervising new designs and, in general, keeping all threats to His Majesty at bay. The D.M. assigns Imperial observers to the Inner Houses and Minor Clans to monitor their military strength.

Provincial Relations Ministry: Always appeasing the hotheaded Provincial leaders, the P.R.M. must keep friction from igniting into Rebellion.

Justice Ministry: The Emperor's liaison with the GCH, the Justice Minister monitors Court activities. Interestingly, the current Justice Minister is Sibyl Olvana Helene Giovanyn, a high-ranking member of the Order of Truthsibyls. She rarely leaves His Majesty's side, and he has become almost compulsively dependent on her skills. She and Cardinal Nogia nurture a mutual dislike of legendary proportions.

Treasury Ministry: Keeps His Majesty abreast of the status of the Imperial Monit, as well as monitors Imperial investments, shares in MERLOGH, etc. He has a strong voice in the Merchantile League of Great Houses.

Technology Ministry: The Minister of technology is responsible for monitoring all technic advances within Terran Space. Since it is in the Emperor's best interest to control technology, it is widely expected that many developments (and their developers) have met with unfortunate accidents. The Technology Minister is also director of the ISI (see below).

Intelligence Ministry: Exactly what it sounds like, the Intelligence Ministry spies on virtually everyone else in the Empire, including the other Ministries. The I.M. is head of the Imperial Intelligence Directorate (The 'IID').

9.13 IMPERIAL AGENCIES

These agencies, all headquartered in the Sol System, are subject to His Majesty's directives, though administrated on a day-to-day basis by Imperial Ministers or Directors.

Imperial Science Institute: The ISI is not as harmless an organization as it might sound. Although there is an innocuous R&D division and extensive Survey fleet, the ISI is rumored to have a 'Police' arm which arranges 'accidents' for those unwilling to have their technic developments 'managed' by the ISI. A (primarily legitimate) division of the ISI is the Imperial Archaeological Institute, whose purpose is largely to investigate Sianetic Harbinger ruins.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The realization that the IID is after you is tantamount to an announcement of execution (or worse). At least with VegaPol, one has a slim hope of justice and due process. The IID does not bother with such trivialities.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy; it is the iron fist which holds the Provinces in line. Various task groups and Starmadas patrol the Inner Provinces at all times. Actual ship locations are kept secret, though at least two Starmadas are constantly maintained in orbit around Terra.

Imperial Police (known in some circles as the 'imps'): Not as large or complex an organization as VegaPol, the Imps are little more than an elaborate Praetorian Guard, acting to prevent treason and to maintain the Emperor's personal safety. His Majesty hand-picks and personally supervises this group to assure their unwavering loyalty. They are as a rule large of stature and not too smart, but would give their lives for the Emperor. Rumor has it that most of the Imperial Police corps is made up of Androids and Transhuman I,V, and VII's. (It's true).

9.2 JUDICIAL BRANCH

"It is the customary fate of new truths to begin as heresies and to end as superstitions."

T. X. Huxley
From *The Coming of Age of the Origin of Species*
Terra, PreImp c. 9775

Location: Vega IV (Valhalla)

This division is technically independent from Imperial control except on the occasion when His Majesty personally intervenes to pardon an accused (this occurs very infrequently). The Vega system was chosen for these essential services because there are a plethora of natural obstacles within the system, namely asteroids, and a close and very dense Oort Cloud, which together make it easily defensible through military force. The hazard-rich system renders large scale naval invasions impractical, since hypershunts too close to the system itself are extremely dangerous to the incoming ship. VegaPol has also set up an unrivaled defensive network in the system utilizing the abundant natural firing platforms and sensor stations. Only Terra is better defended, and only because of an overwhelming military presence. Vega's protection is less ostentatious and yet completely unrelenting.

9.21 GALACTIC COURT OF HUMANITY

It is the Court's function to investigate and adjudicate matters of diplomatic, economic, and criminal dispute between the Empire's territories. Note that, when possible, most Provinces seek their own "out of court" settlements when inter-family disputes arise.

The Galactic Court of Humanity (GCH) and its policing component are located in the Vega system on Vega IV (Valhalla) — thus the name *Vega*Pol, get it? To facilitate fair decisions on the part of the court (which are often dependent on the adjudications of the not wholly trusted Truthsibyls), all evidence to be presented in a given case must be independently confirmed by VegaPol. This is why it is common to find VegaPol detective-monitors permanently attached to the security offices of many Empire territories.

The GCH hears all Imperial crimes (crimes against the Emperor) by individuals, corporations and governments. They will also arbitrate interprovincial disputes at the request of one factional power or the Emperor. Most of the GCH staff is made up of legal experts and clerical assistants who manage the huge volume of reference material which seems inevitable whenever the law is concerned. The GCH main computer is a Cognitive *Archiv IV* (Devon Electronics); memory systems by Wyrm Modus (Clan Yung).

9.22 VEGAPOL

The Vega Police is an 'independent' enforcement organization, linked to the Galactic Court of Humanity and MERLOGH. Vega Police Investigators work closely with the Truthsibyls, who are very helpful in the information gathering process. Just the presence of a Truthsibyl will usually scare truth from an interrogatee; rarely do the mysterious women even have to utter a word. Most of the time, however, Vega Agents are in the field, working undercover throughout the Empire and nearby territories, gathering information and maintaining vigilance. Supporting these agents is a bevy of support operatives on Valhalla providing research information from the infamous VegaPol files (said to be the most complete and potentially incriminating collection of personal dossiers since the D.K. assembled material to blackmail its way into power during the Imperial Consolidation). VegaPol is a little more discrete with its files, however, and rarely employs them except in the rarest of circumstances. Access to VegaPol databanks is jealously guarded.

They are known to be terrifyingly efficient and sometimes brutal — yet they are considered fair and impartial compared to the IID. Their areas of enforcement (and some penalties):

1) Elmonit falsification (actual illegal tampering with Elmonit balances): Selective memory wipe or even termination.

2) Smuggling drugs/munitions/general contraband across provincial territories: less severe, but stiff penalties.

3) Conspiracy to overthrow MERLOGH, the Galactic Court of Humanity, VegaPol, or any institution of the Imperium. Any of these crimes is considered High Treason, punishable by termination only.

9.23 MERLOGH

MERLOGH (MERchantile League Of Great Houses) includes the Central Board of Trade, and is the third arm of the Vega triumvirate. MERLOGH is the Galactic Stock Exchange and much more. As the Imperial Mint, MERLOGH also sets the value of the standard Elmonit — the electronic currency in use throughout the Empire. It also rates each Province's Monit (hard currency) against competing currencies. MERLOGH local offices technically own all Elmonit cards, and the MERLOGH Network adjusts balances and maintains the economy of the Imperium. Although technically independent from the GCH and the Judicial branch, MERLOGH shares the services of VegaPol with the Courts, and locating the Central Banking headquarters on the very secure planet of Vega IV seemed a natural choice. The GCH and MERLOGH are located on separate continents, and do remain fairly detached from each other. The main MERLOGH computer is in fact located on Thor, Valhalla's largest moon — along with a massive TBD uplink/downlink system.

9.3 LEGISLATIVE BRANCH

Location: Sol II: Venus

The Imperial Senate is made up of the Great Houses, each given votes relative to size and power within the Imperium. Inner Provinces, and those which have been allied with the Empire longer, have correspondingly more votes in the Senate. Frontier delegates usually have no voting power at all, but are permitted to attend and speak on matters directly affecting their region.

The Senate (with the Emperor's cooperation) makes the laws that the GCH and VegaPol enforce. Although the Senate has some administrative power, it is very restricted and limited only to general policy legislation. It has some veto power, but the majority required is almost impossible to assemble; what votes the Emperor does not have from allies he can usually acquire through blackmail, bribery, or outright threats. Thus, the Emperor maintains nearly complete political control of his feudal government (not to mention packing the military clout of the Imperial Fleet). The main function of the Senate is to debate minor legal problems and to supervise the operation of MERLOGH and the GCH. The Senate meets once each Imperial Year for a 20-day session.

Provincial titles are a holdover from ancient terminology, and are outlined below:

Duke: The highest grade of Imperial Nobility, held by only a handful of the Inner Provinces.

Count: Second only to Duke, this title reflects a holding of considerable power and scope.

Viscount: Relatively rare, the term Viscount indicates a sizeable holding, though lacks the prestige of Count or Duke. More recent additions to the Imperial fold have sometimes been assigned this title.

Baron: The lowest 'landed' Major House title, baronies proliferate along the Inner Province fringes.

Lord: Somewhat indistinct, this title is often used to designate Frontier Province rulers. One prominent exception is Devon, whose leader Antikythera II chose the name in defiance of the Emperor. The Devonian family head had been Duke for some time, until the Emperor downgraded their status to lowly Thain in punishment for an unsuccessful power play. It is presumed to be only a matter of time before the Devon leaderfully retakes his original title, from Lord to Duke.

Thain: A catch-all title usually applied to leaders of Minor Clans.

Forms of Address

The Emperor is addressed as "Your Imperial Majesty"; and Imperial Heir (Prince or Princess) is "Your Imperial Highness". A Duke is addressed as "Your Grace"; Counts, Barons, Viscounts and Lords are "Your Lordship" or "My Lord." A Thain is merely referred to as "Your Honor"

10.0

PROVINCES OF THE IMPERIUM

The Provinces to be found within, or bordering on, Imperial Space are called Inner Provinces, each of which is ruled by a Royal Family whose roots harken back to the first leaders of the Province in question. The remaining "outer" territories are called Frontier Provinces, the rulers of which are often Minor Clans who wield much less power than the Royal Families. Under the terms of the Empire's Liege Lord agreement, each Royal Family is entitled to field its own Provincial Defense Fleet, train and keep its own soldiery, and mint its own hard currency. But because the Emperor charges regular tithes in proportion to the economic and military strength of a given Province, there is little incentive for a province to become very powerful and a great incentive to hide one's true strength — which is of course a capital crime.

On the other hand, the Minor Clans are outlawed from maintaining private armies and must use the Imperial Monit for interprovincial commerce when needed. Each Minor Clan territory is granted a garrison force of Imperial troops for defense purposes and the Clan is allowed to maintain their own exploration vessels. These expeditionary fleets seldom lack Imperial "observers" or "advisors" to keep an eye on the resource wealth of star systems newly discovered in the Frontier. With the advent of the Province, Family and Clan have created a vehicle for somewhat autonomous states. It is quite apparent that this feudal structure has efficiently extended the realm of the Imperium without the corresponding expenses.

Some of the more prominent Inner Provinces are briefly touched on below. They by no means represent all of the Inner Provinces, but are given as examples and for reference purposes. Dates provided next to a given ruler indicate the period of reign.

The motives and allegiances of these Families are mutable and are never absolutes. They are not even necessarily accurate, being only the generally perceived attitudes.

AUGUSTUS-HAYES

CURRENT RULER: Count Brandon Kothus Tyreus Hayes VIII (Imp. 463 —)
HOMEWORLD: Alpha Virginis [-23X-40Y-55Z]
POLITICAL ALLIES: Carlisle
OPEN ENEMIES: ?
GENERAL COMMENTS: Considered by some to be a relatively 'backwater' province, Augustus-Hayes is indeed far below the galactic plane, and in a sparse quadrant. This is fine for Count Brandon, who works to maintain a low profile for his house. Being a neighbor to Countess Alana, he sees anonymity as preferable to becoming an unwilling acquisition.

CARLISLE

CURRENT RULER: Duke Preston Toren Carlisle IV (Imp. 458 —)
HOMEWORLD: Aldebaran V (Oreign) [+6X+12Y-39Z]
POLITICAL ALLIES: Devon, Jade-London, Augustus-Hayes
OPEN ENEMIES: None
GENERAL COMMENTS: The Carlisle family has a centuries-old reputation in the Imperium for being "a bunch of really nice guys." As such, they have earned the disdain of many other houses. Devon, and Jade-London especially stay on outwardly friendly terms with Carlisle while remaining always on the alert for a way to take advantage of them. However, the Carlisles — while honest — are not stupid. Their intelligence divisions are as good as anyone's, and they have foiled a number of attempted overthrows, assassinations, and other, more subtle attacks. The Carlisle citizenry is largely of western Europen decent.

COLOS

CURRENT RULER: Lord Kibakee Colos I (Imp.469 — 471)
Lord Alexander Telax Colos IV (Imp.471 —)
HOMEWORLD: Gamma Vulpeculae IV (Orpheus) [+4X+40Y+14Z]
POLITICAL ALLIES: ?
OPEN ENEMIES: Devon
GENERAL COMMENTS: Colosians have a well deserved reputation for unsubtle aggression against their enemies; they are not known to be nice guys. If they could, they would pull every sneaky, underhanded trick possible to thwart their opponents. Unfortunately (for the Colosians) they aren't that clever; usually their plots end in embarrassing failure. While varied, the peoples of House Colos are mostly of Slavic origins.

DEVON

CURRENT RULER: Lord Yama Pythagor III Devon (Imp.460 —)
HOMEWORLD: Delta Cassiopeiae VI (Karoline) [+32X+30Y+11Z]
POLITICAL ALLIES: Jade-London, sometimes Carlisle
OPEN ENEMIES: Colos
GENERAL COMMENTS: Although certainly not altruists, the Devonians are probably among the least corrupt of the Major Families. Recently, House Devon has suffered a number of setbacks and Lord Yama is fighting to put down several minor uprisings. His Imperial Majesty is watching these proceedings carefully, perhaps with an eye towards restoring the house's Ducal status. Devon lost its rank in Imp. 302 when Duke Butara I made an unsuccessful coup attempt. Since then, House Devon has recovered nearly all of its privileges and is one of the most powerful Inner Provinces. Should Lord Yama manage to put down these troublesome uprisings, he is likely to regain his royal title.

HULUGU

CURRENT RULER: Baron Teril Langdon Sirood Hulugu I (Imp. 441 —)
HOMEWORLD: Regulus V (Regula) [-48x+31y+27z]
POLITICAL ALLIES: Moskava
OPEN ENEMIES: Kubischev-Lloyd, Jade-London
GENERAL COMMENTS: One of the original Inner Provinces, Hulugu has declined in prominence somewhat since its inauguration. The House still maintains a respectable MERLOGH stock, however, primarily due to its massive mineral wealth. Hulugu maintains ties with Family Moskava, but Baron Hulugu (and perhaps too many of his predecessors) is willful and independent, sometimes to the point of recklessness. Hulugu is frequently antagonized into foolish aggressions by the Jadists (who never tire of taunting a dumb animal), and is considered by many to be the only House to exceed Colos in sheer political stupidity.

JADE-LONDON

CURRENT RULER: Count Matthew Daniel Jade-London VI (Imp. 463 —)
HOMEWORLD: Alpha Volantis III (Lamaraine) [+45x-19y+3z]
POLITICAL ALLIES: Devon, Carlisle, Kubischev-Lloyd
OPEN ENEMIES: Colos

GENERAL COMMENTS: Like the Colosians, the Jadists frequently stoop to underhanded means to get what they want. Unlike the Colosians, the Jade-London operatives are frequently intelligent, clever, and creatively devious individuals. Their hands are always clean. Jadists are generally loyal to their friends (space help their enemies). Not surprisingly, (from the name) the Jade-London citizenry is for the most part Anglic in descent.

KASHMERE

CURRENT RULER: Duke Caitlin Pliny Bently Kashmere II (Imp. 462 —)
HOMEWORLD: Astra I (Olympus) [+47x+9y-49z]
POLITICAL ALLIES: ?
OPEN ENEMIES: Colos
GENERAL COMMENTS: A relatively new force in the Empire, Kashmere has recently attained Major House status and is quickly consolidating its political and military position. They have a much higher percentage of Telepaths than the Imperial average, apparently due to their protracted isolation and mutation. Kashmere is actually a coalition of six system-clans which — because of their mutual heritage and common interests — have united to create a single, formidable political unit. The Kashmerian origins are mixed, but were originally dominated by Nordic and Middle-European peoples.

KUBISCHEV-LLOYD

CURRENT RULER: Baron Kevin Ilianovich Skakis Kubischev-Lloyd (Imp. 463 —)
HOMEWORLD: Eta Pavonis IV (Urkusk) [-10x+59y-13z]
POLITICAL ALLIES: House Jade-London
OPEN ENEMIES: Houses Hulugu, Moskava, occasionally Devon.
GENERAL COMMENTS: One of the less prominent of the Houses Major, Kubischev-Lloyd owes its continuing existence to an alliance with Jade London. The families have a common heritage and Count Matthew and Baron Kevin are personal friends. The Jadists and Lloyds often cooperate in schemes to thwart House Hulugu plots.

LeGRANGE

CURRENT RULER: Marquis Nicholas Hishiiir LeGrange (Imp 439 —)
HOMEWORLD: 117 Phoenisis (New Charon) [21x-49y12z]
POLITICAL ALLIES: Thaan
OPEN ENEMIES: Jade-London, Carlisle, Devon.
GENERAL COMMENTS: LeGrange is somewhat of a bumbler; a lesser heir to what was once a pre-eminent house. Only by his association with the powerful ThaanComp Corporation (of House Thaan) has he held on at all. There are rumors of his alliance with the League of Merchants, but he has so far escaped prosecution.

MOSKAVA

CURRENT RULER: Countess Alana Channing Circe-Leonova Moskava II (Imp. 435 —)
HOMEWORLD: 61 Ursa Majoris III (Aldomaine) [-24x+2y+32z]
POLITICAL ALLIES: Hulugu
OPEN ENEMIES: Kubischev-Lloyd, Jade-London
GENERAL COMMENTS: If anyone is more wily and clever than the Jade-London Intelligence corps, it is Countess Alana Moskava. The venerable matriarch for nearly 40 years, Countess Alana has masterminded innumerable schemes against her political rivals, and has precipitated the fall of more than one Provincial government. She has survived dozens of assassination attempts and punished the (suspected) perpetrators with brutal retribution. The Moskavian Intelligence Ministry has amassed considerable 'personal' data on virtually every significant personage in the Empire, and Countess Alana is not afraid to use it. The Emperor spends considerable time monitoring her activities — wary of her powerbase and concerned that Alana Moskava might have designs on the Imperial throne. The Moskavan population is almost entirely made up of Slavic peoples.

STRUIN

CURRENT RULER: Count Alistair Jordan Struin (Imp 455 —)
HOMEWORLD: Arcturus III (Kowloon) [-25x-17y-11z]
POLITICAL ALLIES: Carlisle, Augustus-Hayes
OPEN ENEMIES: Moskava
GENERAL COMMENTS: Count Alistair came into power rather abruptly at the assassination of his father. He has, however, pulled his once-powerful province together, and is in the process of rebuilding what was once one of the pre-eminent trade empires in space. House Struin is a mixture of Oriental and Anglic origins.

THAAN

CURRENT RULER: Duchess Zirina Ophesia Thaan (Imp 445 —)
HOMEWORLD: Theta Herculis III (Osara) [-6x-40y+24z]
POLITICAL ALLIES: LeGrange, Colos
OPEN ENEMIES: Carlisle, Devon
GENERAL COMMENTS: Zirina Thaan is a clever and powerful woman, having bargained her way into a position which elevated her from Countess to Duchess just four years ago. She is ruthless and has destroyed many an enemy on the way up. The Thaan citizens are largely of Oriental origin.

TITANIA

CURRENT RULER: Baron Foeg Huronak Titania (Imp 385 —)
HOMEWORLD: Omicron Lacertae IV (Titan) [27x-47y45z]
POLITICAL ALLIES: Colos
OPEN ENEMIES: Jade-London, Moskava
GENERAL COMMENTS: An obscure Inner Province, Titania has always been on the periphery of political power in this Empire, while maintaining a certain stability. Titania's current advantage is the marriage of Baron Foeg's daughter to Emperor Modestinus III.

11.0
OTHER ORGANIZATIONS

"They [corporations] cannot commit treason, nor be outlawed, nor excommunicate, for they have no souls"

Sir Edward Coke
c. PreImp 10,015

When the Empire formed nearly five centuries ago, most of the megacorporations were already pseudo-political bodies, controlling entire solar systems and populations. Many represented themselves in the ill-fated Terran Federated Democracy. With the Consecration of the Imperium, they were transformed into 'legitimate' governments. However, there are a few groups which exist as pure corporate entities. They either came to prominence after the Consecration, were too small to claim Provincial status, or simply wished to remain aloof from the politics of the situation.

11.1
DIA KHOVARIA

Turning and turning in the widening gyre
The falcon cannot hear the falconer;
Things fall apart; the centre cannot hold.

W. B. Yeats
Terra, PreImp c. 9730

Location: Hanaan IV (Hannan) [33x0y-10z]

Otherwise known as The Church of the Word, the Holy Tabernacle of the Word, or simply The Church, the Dia Khovaria is one of the largest independent organizations in the Empire, and is officially sanctioned by the Emperor.

The D.K. was at one time a religious organization which traced its roots to pre-technology Terra. During the dark times before machines (according to the Khovarian claims), humans actually manually copied information from speech, writing with their hands. The houses of the Tabernacle held the only real data archives anywhere, and it was to those libraries that anyone seeking information would go. Even there the prelates of the Church jealously controlled the dispensation of data, and they released only information which would further the power and authority of their religion (and so also, themselves).

With the coming of certain technic advancements, though, the usefulness of this aspect of the Church was on the wane. They went through a number of revitalizations, but never enjoyed the political sway they held during the Dark Ages of Terra. One such time was the Universal Technological Recession, when D.K. archives were among the few data storehouses to survive.

Within a few hundred years after the development of the Hyperdrive engine, however, the Church had all but collapsed — the victim of humanity's diversity and headlong rush to the stars.

In PreImp 1076 all this changed. The Tachyon Beam Dictor, a nearly instantaneous sublight communications system, was invented. With a range of only about 50 light-years, it required an extensive network in order to be truly effective. The Church was a party to the coalition which developed the device, and recognizing the potential significance of combining an instantaneous communications system with their vast data storehouses, moved quickly to consolidate a leading position. Calling in their debts from the many who depended on D.K. data after the Technological Recessions, they bargained their way to a decisive edge in TBD development. Though they could not secure a monopoly, they had considerable lead time on all competition, and risked all of their resources to set up the most complete Datanet possible.

The hierarchy of the Tabernacle was ambitious, and more clever than most would have thought. For several hundred years they played one faction off of another, regaining power and authority. Now they have evolved into a virtually secular group, dealing in information as a religion and commodity, while developing their own massive database.

To this day *Access Tachyon Technology*— a division of the sprawling Church organization — is recognized as the leader in communications and data commodities. The Imperial Executive Division uses them exclusively. The GCH utilizes local groups and independents in what some consider a calculated snub of the D.K. This isn't surprising considering the cool relationship between the Truthsibyls and the Church.

The organization is also frightfully efficient and politically powerful. Their 'research' agents regularly make fools of Provincial and Imperial operatives by their expertise. The D.K. denies fervently that they even have an intelligence arm, or that the fabled "Tabernacle Police" really exist.

11.11 DIVISIONS OF THE D.K.

The Church is divided into several components, all controlled by the Khovarian Curia.

Curia Headquarters: located on Hanaan IV, it is the home of His Holiness the Reidyr (the Chairman of the parent company and supreme head of the Church). It is also the meeting place of the Cardinals (company presidents and directors).

Access Tachyon Technology (ATT): The group responsible for operation of the Tabernacle Datanet, the Imperial Tachyon Beam relay installations which connect the Empire in a faster-than-light communications system. They also operate the related courier/paging system which allows TBD messages be carried from terminal to final destination. The acronym was deliberately chosen in tribute to a semi-mythical group which reputedly pioneered the tenets of the D.K. in the Dawn Ages of Technology.

Tabernacle Central Archives: The branch which administrates the databases and 'libraries' of information, found on all Provincial Homeworlds. Archives are usually supervised by a Bishop or Archbishop in conjunction with a Church Diocese.

Tabernacle Police: This group really does exist, though it is not the terror it is made out to be. Tabernacle Police spend most of their time investigating TBD interference and other attempts to defraud or defame the D.K. Their enforcement powers are very limited, but they are said to work in cooperation with the IID. They do not get along well with VegaPol.

Tabernacle Research Agency: A much more secretive and formidable group than the Tabernacle Police, TARA is ostensibly a benign investigative division, their sole purpose — the acquisition of new data for the Church files. Strictly speaking, this is true. However, TARA operatives are possibly the most highly trained and best equipped intelligence agents in the Empire. Many are Telepaths, and all are trained in such unusual skills as unarmed combat, trickery, and propaganda. Their purpose is indeed to gather information of all kinds, although sometimes the desired information — as well as the gathering method — is highly unusual.

Church Diocese: The Church has divided Human Space into administrative areas (often corresponding to current political units such as Provinces) which it calls *diocese;* larger or more important ones are *archdiocese*. Diocese Chapterhouses are regional headquarters which frequently house databases and TBD relay administration as well. A Bishop controls the database and all D.K. operations within his diocese, and has free access to the ATT network. Nary a Provincial Lord has turned down a Church request to place a Chapterhouse on their Homeworld, though some barely conceal their dislike for the powerful organization. Some Provinces — and of course the Emperor — work closely with the Church and have benefited from D.K. information-gathering facilities.

11.12 SYMBOLS OF THE D. K.

The Dia Khovaria remains — at least outwardly — a very arcane organization. They retain the ornate vestments and rituals of their distant origins — though some rituals have been adapted to suit their current organization.

The uniforms of the Church are briefly summarized below. In general, they are full, flowing robes which sweep the floor. Monk's robes are hooded and tied at the waist by a simple tool belt, while the upper echelons often wear small skullcaps of a color to match the robes, which are more fitted than the loose monk garment.

The Reidyr: Wears only white with silver or gold trim. He carries a staff of pure silvery alloy.

Cardinal: A Cardinal wears scarlet robes and a small red skullcap. Each Cardinal has a unique, large, ornate amulet which indicates his division in the Church. Most Cardinals reside on Hanaan or their Division Homeworld.

Archbishop: This most powerful regional authority has robes which are primarily purple, but the style varies with the Archdiocese. They also wear skullcaps and have distinctive amulets. Their area of authority is usually an entire province or Imperial Sector.

Bishop: Men of this rank wear pale blue. They administrate a planet or Minor Clan.

Monsignor: Monsignors are often personal aides to Cardinals or Archbishops. They wear black trimmed with scarlet or purple (depending on which prelate they serve).

Priest: Wear black robes trimmed in white and decorated with a colored surcoat which indicates their division. They wear no cap or hood, and their function is essentially support and lower bureaucracy. Highest ranking priests are in charge of TBD relay stations.

Monks: The vast majority of this all-male institution is made up of Monks (and monks in training: *Novitiates*). The standard color is a featureless black habit with a dull grey web belt. The robes are voluminous and flowing, has full sleeves and a deep hood, and is designed to be unencumbering but capable of concealing a number of devices. Novitiates wear white, while TARA monks have grey habits.

Church officials are properly addressed in the following manner: The Reidyrr: "Your Holiness", Cardinals: "Your Eminence", Archbishops and Bishops: "Your Grace" or "Excellency," Priests: "Reverend Father" or "Father", Monsignor: "Father", Monks are addressed as "Brother".

Every member of the Church has an *Integrated Signet* ring. This device is a means of identity verification (sort of an ident disc for internal Church purposes), and every ring is keyed to its wearer. Each is encoded with appropriate security clearance both for entry into certain facilities (in this capacity it functions as a sophisticated electronic key) as well as access to the various classified levels of data.

The rings of the upper hierarchy (Bishops and above) have an additional feature not known to outsiders. Each is a combination microcomputer/brain pattern scanner. Through the ages the Church has insisted upon maintaining the ritual in which, when one meets a prelate, the prelate's ring is touched to the forehead. With the sophisticated rings, a church member can record the brain wave patterns of officials they deal with regularly and so covertly confirm that official's identity at every meeting.

11.2

API (Andrium Producers of the Imperium)

Location: Sol IV [0x0y0z]

Formerly the *Andrium for Science League*, the API owes its continuing existence to one thing: a monopoly on Andrium production. Without this material, interstellar travel would come to a complete standstill. API is a production cartel and distribution company, protected and monitored by the Emperor but in many ways, an independent corporation. They have thwarted countless plots to undermine their monopoly, both through theft of the secret and outright destruction of their production plants.

The question arises: If Andrium is necessary to FTL travel, how can API really have a monopoly on Andrium production while other races known to the Empire are also capable of FTL travel? Where did they get their fuel to perform the necessary protracted research, and how do they continue to power their craft?

The answer is multifold. The actual, closely-guarded truth is that Andrium does occur naturally in very specific environments. Such material is very rare and requires processing before it can be used in most starship reactors. Additionally, it is clear that *homo sapiens* were not the first to create Andrium (or a corresponding material). There is nothing to stop another technically advanced race from developing the material. Pirates also haunt system perimeters, hoping to snare an unwary merchant vessel and take its Andrium supply. Also, the API will sell to just about anyone with viable cash, whether they are allied with the Imperial government or not.

11.3

VIRTUAL HUMANATRONICS

Location: Jym-bob 77 VI [+8x-54y-45z]

One of few interstellar corporations still in existence, V.H. is similar in many ways to a small Inner House, though they shun any such comparisons. The company director has always politely declined the offered Imperial Senate seat, choosing to operate exclusively on economic power. Indeed, Virtual Humanatronics has produced android molecutronics of unequalled quality for over six thousand years. Of course, current technology, even with the numerous setbacks and near-disasters of the Technological Recessions, bears little resemblance to what existed then. Androids were crude and unwieldy machines, subject to bizarre and unpredictable psychological problems. By all evidence, the Imperial Era models are reliable and efficient.

Operating from their remote headquarters on Jym-bob 77 VI, V.H. maintains a stable niche in the Imperial economy. The uninitiated will undoubtedly find the name of the system amusing, but when the Company decided to move from their original headquarters among the Core Worlds and selected a system near the frontier, the reigning director named the star after one of their most reliable early models whose main function was agricultural supervision and machine maintenance. Jym-bob models II through VI were essential to Virtual's economic success. (Model I was not entirely successful).

V.H. produces some high-quality memory storage systems (mostly for the Dia Khovaria and the Emperor, who can afford their prices) but most production and R&D is focused on androids. Several Houses — including Devon, one of V.H.'s biggest electronics competitors — would like nothing better than to see the company vanish. They fear that one day Virtual will decide to apply their abilities to mainstream electronics, dramatically increase production and possibly destroy the market. Recently V.H. took House Kashmere to the Galactic Court of Humanity, charging that Kashmere's subcorporation *Humanadyne* stole molecutronic secrets from V.H. employees' minds. The case was eventually dismissed due to lack of evidence.

11.4

INTRACOM (Interstellar Trade Combine)

Location: Sol VI*n* (Titan) [0x0y0z]

Each province, while capable of surviving on its own if suddenly cut off from its neighbors, would undoubtedly suffer certain hardships. Each of the Inner Houses has developed a reputation for producing the very best of some product or products, and eagerly exports such products to the rest of the Empire. While most of these Houses have their own fleets of commercial vessels, it is often profitable to use an independent carrier and wholesaler. Since the consecration of the Imperium, a number of these Interprovincial carriers have sprung up, and a few have gained megacorporation status.

INTRACOM is also an extremely old organization, dating some millenia into PreImp days. Because of this, it was able to secure a prime territory for its headquarters: Titan, the largest moon of Saturn in the Sol system. (Titan was terraformed during the initial Human expansion, and, in addition to a few elite corporate headquarters it supports a number of exclusive resorts.)

One of the largest interprovincial trade corporations in the Empire, INTRACOM serves all of the Inner Provinces as well as the Imperium itself. Because of its nature and scope, INTRACOM is forbidden to have political affiliations — a lack more than compensated for in its economic strength. INTRACOM deals mainly in nonmilitary technic equipment (as opposed to clothing, food, or rare commodities).

11.5

DeBARTON ENTERPRISES

Location: Beta Hydri II [4x-1y+12z]

Another Empire-spanning trade corporation, DeBarton's deals exclusively in rare and expensive merchandise. Their fast, light trade vessels sometimes are dispatched to transport a single item for a specific client. Scents, jewelry, rare spices and liquors are among their primary cargoes. DeBarton's has officially denied charges that they deal in Sianetic Harbinger artifacts, yet they have been linked to a number of mysterious appearances of such items.

11.6 LEAGUE OF MERCHANTS

Location: Omega Agenus V*a* (Starhaven) [-24x-5y+10z]

> **A Secret Report to League Council, Starhaven**
>
> ***SUBJECT:*** *Imperial Archaeological Institute Survey 29776759045-ZH-745*
>
> ***SUMMARY:*** *It has come to the attention of the Council that the IAI has discovered a Sianetic Harbinger installation of surpassing importance in Sector Omega Serpentis. Investigation has revealed that a find has indeed been made and the IAI is in the process of exploring the main site on Planet III of system Delta Cultho. Further study of IAI files was not feasible at the time of this report; however, interviews of some IAI operatives has revealed that an operational installation has apparently been entered, and that several intact technic artifacts as well as functional cryogenic units have been discovered.*
>
> ***RECOMMENDATION:*** *Send a League Acquisition Force immediately to Delta Cultho III, seize all records and artifacts, and nullify IAI staff on-site.*

In any capitalistic society there are not only the huge corporate trade networks competing with each other in the large, high-profit fields, but also the independent merchantmen, scavenging a subsistent living on the cargoes too small to be worth a megacorp's trouble. These 'free traders' often engage in marginally legal (or indisputably illegal) runs in order to turn a profit, and as such, find themselves always dodging Imperial and Provincial security troops — not to mention VegaPol.

Many of these traders are allied in a loose association which bears the name *League of Merchants.* A number of the upper echelons of the League are located on the independent world of Hyperion IX in Devon Province, as well as Palenque IV (Tikal). Others are scattered throughout the Empire. The League coordinates a number of illegal activities, including drug smuggling, gunrunning, interprovincial espionage and sabotage.

There are myriad legends surrounding the League; its origins predate the Empire, and some say it existed even before the entrance of Terran Man into space (although its present membership is dominated by Humanoid species). The League has even inspired countless sensationalist Holovids, most of which paint the Mythical League as a powerful, evil organization bent on the downfall of the Good and Just Empire. (Of course, the Empire is not painted as evil, for fear of censorship and/or arrest of the writers and producers.) His Majesty is usually not amused by what can only be considered treasonous propaganda. In truth, the League is not as evil as it is sometimes portrayed, but neither is it a righteous band of do-gooders rebelling against an oppressive empire. The League of Merchants is essentially a parasite (keeping in mind that some parasites are actually somewhat beneficial to their host) and, like any parasite, it is not in its best interest to kill the host outright.

At the center of the League of Merchants is the *LeagueCouncil,* a body of semi-autonomous heads of illegal empires, most of whom are also leaders in legitimate corporations or clans. Although each LeagueMaster or Mistress operates independently, they meet to coordinate an occasional large effort, and to avoid getting in each others' way. (Of course, a LeagueMaster might decide on his own that another Leagueman is "in his way" and dispose of the obstacle.) The meeting-place of the LeagueCouncil and the center of League activities is the place known only as *Starhaven.*

The location of the headquarters of the League of Merchants is one of the best-kept secrets in Human Space. Just mentioning the name is enough to evoke fantastic tales from Independent Traders who claim to have been there at some dark point in their careers. Not situated on a planet at all, Starhaven is actually a large and very ancient space station, a huge artifact of one of the younger Sianetic Harbinger races, orbiting a white dwarf in a dead solar system. This alone has helped to confuse any search, and it is only the beginning.

Apparently, not so long ago (in stellar terms) the dying sun *Omega Agenus* novaed. The explosion threw off much of the star's mass and collapsed the remainder into a white dwarf. Starhaven was in the shadow of the planet it orbits and was spared the full fury of the destruction. That, combined with its still-operational deflectors, spared the already long-abandoned station. The expelled stellar material created a nebula about the system, clouding the star and its six planetary children (now all blasted cinders) from accurate analysis.

The secret of Starhaven's location continues to be protected via the use of code-locked coursetapes, which cannot be duplicated or read. The tape is fed into a ship's navigational computer and the trip is completely automated — including two or three out of the way jumps to mislead passengers about the distance and location of the base. Once visitors have arrived at the Omega Agenus system, they are within the dense, hazy nebula where very few stars can be made out through the beautiful violet cloud without careful study. Before a thorough analysis can be made, any unwanted intruders are invariably dispatched.

Starhaven is itself — as previously noted — an ancient space station, apparently intended to function in a manner similar to current Imperial Instations. In design, however, it differs radically, being torus-shaped with a spherical core which holds the main docking bays.

12.0 RENEGADE HOUSES

"We thank His Imperial Majesty for his kind offer of membership in the august Imperial Fellowship. Unfortunately, however, the Aquataine Government is forced to decline. We do not believe that such membership would serve the best interests of our people, for the empire clearly does not serve the interests of its own citizenry...

"As with a realm on Earth itself long ago, it has become apparent that the Empire has always been disinclined to recognize human nature."

Excerpts from
"The Provincial House Refusal Speech,"
Aquataine President Kaliv Duram II

Although the Terran Empire is clearly the dominant force in this corner of the galaxy, other political entities do exist. There are a handful of Renegade Houses — groups which refused to cooperate in the Imperial Drive — which the Emperor has not gotten around to squashing.

While there are no doubt countless humanoid groups scattered throughout space, (records of their journeys lost in the Recessions of mankind) there are a few corporations which have more recently fled the fold. When the Terran Federated Democracy began to disintegrate they soon saw the way things were going. Realizing that their political and economic strength was not up to finagling positions in the new Empire, the corporations fled the tyranny of the Imperial Fleet.

Since that time a few Houses, initially consecrated with the Empire, have also seceded. Most of these organizations have been liquidated; a few survive, either through subterfuge or enough military power to dissuade what would prove to be a long, profitless campaign by an Imperial Starmada.

12.1 AQUATAINE COMMONWEALTH

GOVERNMENT (RULER): Republic (President Leland Iarius)

HOME SYSTEM (PLANET): Cera, +201z, Frontier Zone 9 (Aquataine)

A contingent of the shattered Terran Federated Democracy was unwilling to cooperate with the Imperial drive, and, seeing that their only alternative was exile, fled to the northern fringes of the galactic plane. There they located a suitable Homeworld and set up a representative government, determined to prove to the "damned Imperialists" that a democratic government would work on a large scale.

The Commonwealth has not fared as well as the Imperium in the last several hundred years, primarily due to a lack of manpower and available habitable worlds. In technology they rival most Imperial Provinces, and it is rumored that the quality of life in the Aquataine Commonwealth is actually significantly better than the average in the Empire. It is also suggested in some circles that Aquataine owes most of their technical knowledge to House Jade-London, which is near the Commonwealth border and is said to trade with them (an activity declared illegal by the Emperor). There is no proof of course; the Jadist's hands are always clean. Despite their hardships, however, the Commonwealth has spread to encompass a dozen star systems and their star fleet, though small, is not to be taken lightly.

Aquataine is a basically peaceful nation, though fiercely independent. Once, in Imp. 154 the Emperor sent a task force to Aquataine and "offered" the President membership in the Imperium as an Inner Province. The task force was destroyed but for one ship, which the President sent back with a message, reportedly telling the Emperor what he could do with his Provinces. The offer has not been renewed, and the Emperor awaits a time of relative peace in which he can afford to send a real fleet to Aquataine and teach them a lesson.

12.2 TAELONS

GOVERNMENT (RULER): Monarchy (Tarius IV)

HOME SYSTEM (PLANET): Gamma Arietus, +113Z, Frontier Zone 3 (Taetalus)

Very little is known of the Taelons, though Imperial Intelligence suspects that they are capable of producing very high quality Alterant Replicants. In fact, one theory is that the entire race is composed of "renegade replicants", warped genetic descendants of the original colonists. Most reasonable people dismiss this as an overly paranoid and romanticized theory. The few documented contacts with Taelons describe them as very charismatic, attractive beings, though they have refused to accept Imperial Sovereignty. Their remote location, strong planetary defenses and small, stealthy ships have al-lowed them to remain independent thus far.

12.3 ATHION

GOVERNMENT (RULER): Oligarchy (Five Planetary Governors)

HOME SYSTEM (PLANET): Athys, +41z, Frontier Zone 6 (Aurelin)

The Athion Confederation is considerably smaller than the Aquataine Commonwealth, and is in real danger of being absorbed by the Empire. In fact, if the Colosians had not bungled the takeover so badly, they probably would have been subjugated long ago. The Emperor has become impatient and may soon give the Jadists or Devonians a crack at it.

Made up of five systems, the Athions are descendants of an Earth colony launched thousands of years ago. Their original Homeworld was Athys IV, and they have since spread to four other stars. Being stubborn and independent, the Athions quarreled amongst themselves and eventually broke into the five independent states. They remained aloof from the Federated Democracy, and would prefer to avoid the questionable overtures of the Empire.

Various Athion worlds have been linked to the League of Merchants; some even believe that Aurelin is the League headquarters. This remains to be proven. (It is in fact untrue, of course. See the section on League of Merchants.)

13.0 NON-HUMAN RACES

Although Mankind has effectively dominated his little corner of the galaxy (for the time being), other intelligent species exist besides *Homo Sapiens*. Here is a selection of others.

13.1 HOMINOIDS

Hominoids are beings who resemble humankind either superficially or genetically. Some are simply further along the evolutionary scale by random selection and environment (Neohumans), or via scientifically directed breeding (Transhumans). Others are mutations (Telepaths and Humanoids) or manufactured artificially intelligent 'synthetic persons' (Androids). Some are the product of direct gene alteration and adjustment (Alterant Replicants), and others — who have turned up on planets other than Terra — are clearly the result of seeding by the Sianetic Harbingers. Two mentioned below may indeed be more closely related to the 'Old Race' than man.

As archaeological work progresses on various former homeworlds of the Harbingers, it becomes increasingly clear that they were humanoid to a high degree, and that they not only 'seeded' humanoids on many planets, but engaged in a variety of genetic and psycho-environmental experiments with many of their seedling cultures. Thus the resulting plethora of humanoid-inhabited planets in various stages of development.

13.11 TELEPATHS, NEO-HUMANS AND HUMANOIDS

Civilized Man, now about twenty thousand years old, has changed little, physically, throughout his history. True, he is a little taller, more physically fit, lives a little longer, and can have children somewhat later in life, but these changes are minor when compared to how his mind has developed. The average man is now capable of retaining a greater amount of what he learns due to the spontaneous mutations which have affected the evolution of the formation of the brain. There are now, on average, a greater number of convolutions in the cortex and an increase in the quantity of neural support cells to be found therein. In a few individuals, these changes have sparked quantum leaps in mental facility resulting in the Telepathic phenomenon.

Although Telepathy is not unheard-of in the Imperium, it is still a rare gift possessed by only one citizen in 100 — and 90% of the known Telepaths have only rudimentary skills. All children are tested at an early age, and if they show an aptitude, are offered admission to special training classes, at their parents' discretion. Telepaths who publicize their abilities (e.g., by using their skills professionally, such as in a special Provincial agency) are treated with a mixture of awe and suspicion. "Professional" Telepaths are almost invariably members of a guild or other reputable agency with a code of behavior: no abuse of powers for personal gain , no invasion of another citizen's personal privacy, etc. This parallels other professions, such as medicine. As always, though, there are renegades, using Telepathy as a weapon, and a tool for profit. The League of Merchants is suspected of exploiting Telepaths in many capacities.

A branch of the Imperial Intelligence Directorate (IID) has agents always on the lookout for Telepathic crimes. Punishment for abuses of Telepathy are severe: usually a selective mind-wipe which either dulls or obliterates the offender's powers.

In general, any Telepathic act which probes into or affects another sentient's mind, or has a physical effect on another's person or property is considered criminal. This includes use of Voice Psions except in self-defence. Telepathic communication is not illegal, nor is Psionic transportation. Psions for personal enhancement or healing are also permitted. All Telepaths are legally bound to be "licensed" through an Imperial or Provincial agency, and their Ident Disc carries the data. Practicing *any* act of Telepathy while knowingly unlicensed is also a crime.

Many Imperial and Provincial special forces teams employ Telepaths, and it is widely rumored that those team members are permitted and even trained to utilize offensive Psionic powers.

One of the most renowned Telepath organizations in the Imperium is the Order of Truthsayers (also known as "Truthsibyls"). Invariably women, they have established an order and training center on Alpha Mensae IV. Since their first introduction to the Galactic Court of Humanity in PreImp 27, the Order of Truthsibyls has acquired a mystical, quasi-religious stature. Although they are technically a part of the Vega group (including VegaPol, the GCH, and MERLOGH) they remain pointedly aloof from all political and social alliances. This only enhances their image as absolute mistresses of Truth. In Imp. 79 the Order made members available to Inner Provincial Courts (for a substantial fee, of course), greatly relieving a backlog of cases at the GCH.

Membership in the Order is by invitation from the Truthsayer's Council, based on review of Telepathic testing. Truthsibyls undergo rigorous training before being accredited, ten years of mental preparation in an ascetic environment. Members of the Order wear a gown of pure white under an open, hooded black robe. Their only jewelry is an elaborate golden earring of their office. The earring serves another purpose, the settings being crystalline *Psion Prisms*. Truthsibyls do not marry (though they are known to bear children, mainly to further their Telepathic genes) and are forbidden any but the most superficial ties with anyone outside of the Order. In the history of the organization's existence, never (as far as is generally known) has a member been found to be incorrect at judging truth, nor has a Sibyl fallen to bribery or other corruption.

There have been some changes to man's physical makeup as a result of his colonization of the stars. In addition to a variety of Humanoid variations, there has evolved a "new man": the Neohumans. This term does not imply a 'master race' or other artificially created species; rather this is just a slightly improved version of *Homo Sapiens* which has developed over the past several thousand years.

The various Humanoid subspecies are all the result of environment inducing minor changes in physiology. Bones are shorter and more dense on planets with high gravity; ears, nose and lungs are larger on planets with a thin atmosphere; eyes and skin develop defenses against radiation on planets with bright and/or close suns. These are just a few of the myriad variances which have slowly evolved.

13.12 TRANSHUMANS

Transhumans, being by their very nature 'natural' humanoids, are often indistinguishable from the average citizen. Only the types bred for certain very specific physical attributes (e.g., superior overall strength: huge skeleton and musculature; superior dexterity: long fingers, or additional digits; superior endurance: greater lung and heart capacity) show obvious signs of their specialized breeding. Depending on their genetic history, they possess aptitudes for certain mental or physical tasks, and are invariably guided into that field. Applied Eugenics is not a widespread phenomenon, limited to certain 'clubs' and a handful of Minor Clans where it can be enforced. Transhumans — like Telepaths — rarely advertise their background, for when they do, they are frequently greeted with jealousy and suspicion by their "peers". Only the Transhuman V's consistently flaunt their breeding. Of course, the Transfives are the overall "supermen" gifted in all aspects — including ego. Transfives tend to take the attitude of "Yeah, I'm a Transhuman, *prag* "(slang for Product of RAndom Genetics: an insult often heard in Kashmere), "you got a problem with that?"

House Kashmere is the most prominent example of a large-scale Eugenics program, and any Kashmerian citizen is automatically assumed (accurately so) to be a product of controlled breeding.

13.13 ANDROIDS

First let us draw the distinction between Android and Robot: an Android is built to closely resemble a humanoid (or other racial) being. Androids by the time of the Fifth Imperial Century are so well constructed that a multiscanner (or similar probe device) is required to differentiate their presence from that of a living being. Advances in synthetic materials and molecutronics allow for such luxuries as heat units to warm the skin and pseudo-vascules to pump fluids simulating blood flow. An Android's eyes and mouth are moist, his body hair is articulated, etc.

Robots, on the other hand, are more specialized, less flexible, and do not resemble living beings in the least. Robots are produced in a number of forms, and their only defining features are that they are usually mobile and possess manipulative limbs.

The best Androids are sentient, and granted full citizen status by Imperial decree. These intelligent machines are allowed such freedom because of the very special nature of their molecutronic brain. A unique, quasi-living organ, the unit functions just like a human brain. When the android is first activated, the cerebellum has been programmed with the necessary autonomic functions, but the cerebral cortex is essentially 'blank.' Basic traits can be programmed, just as genes and early childhood 'program' humans, but beyond these basic tendencies, the brain is self-programming, independent, and self-aware. A requirement of full citizen status for any android is certification of the installation of the *morality program.* This is a standard control, composed of basic Imperial Law and a set of priorities, setting up severe prohibitions against High Crimes (e.g., murder) and mild anxieties against lesser infractions. Such controls are necessary to prevent the creation of Android assassins — a truly terrifying concept. Android production is carefully monitored by Imperial agencies to prevent black market models.

Equal status under Imperial law does not necessarily mean that Androids are actually treated as equals by all humans. Normal humanoids are often insecure when dealing with an Android who they know is potentially much more intelligent, and definitely more physically powerful than themselves. This prejudice is similar to that encountered by Transhumans.

13.14 HUMANOID REPLICATIONS

These beings are the result of direct, artificial gene alteration, "created" beings rather than refinements of a natural process. Genetic material is altered in the laboratory, and the cells are grown (at an accelerated rate) in tanks, creating numerous duplications of the same being (like cloning). Gene alteration is much faster and more certain than Eugenics, and problems can be suppressed, such as too much intelligence, ambition, etc. The original cells are living human tissue, but the genetic memory of the cells has been tampered with.

This possibly subtle distinction is a crucial one in Imperial society. Replicants are generally considered subhuman — at the absolute bottom of humanity's social ladder. The reputation has stemmed from their prime function, which is to do every dirty, disgusting, and immoral job that must be done in a typical human society which humans themselves refuse to do. Most Replicants are laborers, created for menial and personnel-expendable tasks, but the mass Replication centers also churn out armies, recreational harems, and technical worker pools. Replicants are grown 'blank' like Androids, but since their human brain is not as fully understood as artificial Android brains, there is a limit to the complexity of the programming. They are given very strong, specific conditioning, depending on their intended function, and there is very little left after the conditioning process.

Replicant oppression is repugnant; their imaginative facilities are suppressed and atrophied, their speech centers often removed, and the penalties for killing a Replicant are usually trivial. The entire concept is inhuman but the profit and pleasure seekers of the Empire do not maintain a moral viewpoint on the subject because there is too much to gain by using Replicants instead of *real people* for many practical applications.

Nearly all Replicants have a noticeable "dull" expression (the result of their conditioning) which brands them as effectively as the small tattoo which is required to be imprinted on the left temple of all Replicants. Replication science is advancing rapidly, and it is feared that black-market, unbranded Alterant Replicants are being produced, indistinguishable from normal humanoids. These new "smart" Replicants could be living time bombs because of the possibility of elaborately concealed violent programming.

13.15 CHURG

The humanoid sub-race known as the Churg has evolved from what was apparently a Sianetic Harbinger experiment. To all appearances, these beings are completely human, yet they harbor some significant emotional and intellectual differences. Churg brains are conditioned so as to be far more organized than Human brains, and have the capability of near-total recall. Coupled with this is a mental discipline allowing a willful screening of the recall process. As so often conjectured in the past, it has been established that all humans retain full memory of their experiences, but recall is filtered to prevent a paralyzing 'lock' on all negative memories, preventing growth. The Churg mind has overcome the problem.

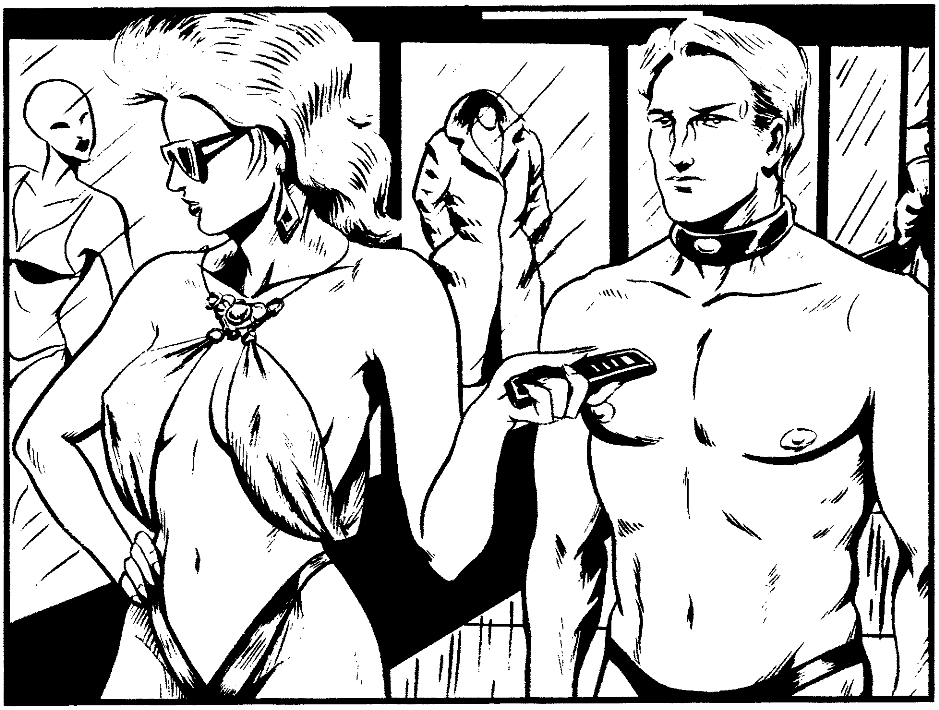
Not very technically advanced themselves, the Churg have an egalitarian social structure and generally show very little drive or ambition. They are excellent scholars and many have proven themselves as pre-eminent authorities in the social sciences. The Churg have only recently begun to leave their home planet in any numbers, accepting positions as teachers in schools of higher education throughout the Empire.

The Churg reside on a planet in Imperial Space under the direct political control of the Imperium, though Churg internal affairs are self-governed. They have been granted Minor Clan status.

13.16 IDORIANS

Racially the Idorians are so similar to *Homo Sapiens* that few would dispute their common heritage. Clearly they are another "seeding" experiment by the Sianetic Harbingers.

However, these beings refuse to have anything to do with Terran government. They denounced the Terran Federated Democracy, and now take every opportunity to antagonize the Empire. Although currently only inhabiting a few systems, the Idorians are aggressive and possess technology on a par with the best the Empire has. They are notoriously xenophobic, detesting especially other humanoid races (all of which they consider to be inferior). The current Lord of Idor has made it quite clear that he intends to destroy all other peoples in this section of the galaxy within his lifetime. Imperial Intelligence reports indicate that this threat is somewhat overblown, although an all-out war with Idor could be expensive and draining for the Empire. The Emperor is



considering a preemptive strike to eliminate the problem permanently. In the meantime, the Idorians are forced to sate their bloodlust by raiding Imperial vessels which stray too close to Idorian Space.

13.17 ALTHA

The exact location of the Altha planet is one of the best-kept secrets of the Empire. Discovered only a few years ago, it is a very likely candidate as home planet of the predominant Sianetic Harbinger Race. Thus the name: *Altha*, after one of the Old Races. One of the favorite tales recounting the discovery of the planet Altha claims that an Imperial Survey team discovered it on a routine mapping trip in Frontier Zone (take your pick) and was drawn to a particular planet by unusual long-range sensor readings. Once in orbit, they detected trace levels of radiation, along with massive readings which indicated the presence of Ordium II. Life-form scans revealed vast jungle-like flora along the temperate zones, with scattered fauna. The poles were quite frozen and the equatorial regions an uninhabitable desert. Ocean covered about three-quarters of the globe.

Landing along the temperate/desert borderlands, the Survey team quickly discovered one of the causes of the bizarre Ordium scans: a huge spaceship derelict, a hulking black saucer three kilometers in diameter. Analysis revealed that the craft's hullmetal was an unheard-of Ordium alloy, considerably superior to Ordium II. Despite the fabulous material — which the crew was unable to even scratch to obtain a sample — the craft was clearly damaged, holed in several places. Further scans picked up dozens of the ships in the immediate area, most completely buried. The planet apparently sported many other such 'graveyards'.

An encounter with the inhabitants was no less incredible. Within a few hours of landing, the crew was met by a group of Altha: three men and a woman, all of late-adolescent age (apparently). They wore only short kilt-like garments and carried spears and what looked like small knives. All had skin like deeply tanned caucasians, with straight blue-black hair no more than four centimeters long. They were humanoid to a very high degree — a bit smaller than average. They were also Telepathic.

The apparent leader of the group, a boy with bi-colored eyes (one blue, one violet; both with slitted irises) stepped forward and touched one of the crewmen — a supposed greeting and method of establishing communication. The natives appeared quite friendly, and the crew soon learned that the Altha society was a simple tribal organization, hunter-gatherers with a very basic agriculture. While they seemed very bright and learned quickly, the Altha were clearly uncivilized, almost childlike — with a few strange exceptions. Their tools were fashioned of extremely high-tech alloys which showed absolutely no wear. The Altha seemed surprised at the team's fascination with their tools and were reluctant to part with them or even discuss where they came from.

Of the huge starship wrecks they refused to say anything. However, they displayed an intense curiosity about the Survey team and their ship. While they would not go inside the craft, they 'hung around' for several days, camping just outside under the trees. When asked about most aspects of their society, they were very open and informative.

The ship captain of course realized the tremendous potential of this find, and in what is supposedly typical Imperial policy, decided to take a sample Altha back with him. However, the moment one of his crewmen laid a hand on one of the boys, the crewman screamed and collapsed — quite dead. The tribe leader coldly informed the captain that he was not welcome and they must leave immediately or all die. They departed. Followup journeys have no doubt taken place, with results yet to be revealed.

13.18 K'TA'VIIRI

Although these rare and reclusive humanoids are said to refer to themselves as the K'ta'viiri, the recent discoveries seem to confirm what Sociohistorians have suspected for some time: they are the remnant of one of the Sianetic Harbinger groups: the Imperial Race of Luar: the High Old Ones who ruled the galaxy hundreds of centuries ago. Very similar to the Altha in appearance, the K'ta'viiri are said to have lighter skin and all have the bi-colored eyes (one blue, one dark violet) and have six fingers on each hand, six toes on each foot. The fingers are slender and the presence of the extra digit is almost unnoticeable.

How did they survive? Where did they come from? These questions are among the many being asked in secret conferences on Old Earth. These beings may have recently been awakened from a prolonged cryogenic freeze, and are insinuating themselves into Human space.

The location of the K'ta'viiri home planet is unknown, if indeed they possess what could be called a 'home planet' — or if it still exists. No more than a handful of K'ta'viiri are even widely rumored to exist, and those individuals have an annoying tendency to disappear, despite the best efforts of Imperial agencies and VegaPol to track them. It is possible in fact that there are no more than a half-dozen of these beings. Some seem to have ties to the murkier divisions of the League of Merchants and other underworld groups. The Emperor desperately seeks more data on these beings, partly out of lust for power through the knowledge they might possess, partly from fear. Perhaps the Luar wish to rule again.

13.2 ALIEN RACES

Most non-humanoid races are so different (both physically and technologically) from man that there is no common ground and therefore little or no cultural interface. They are aware of humans, but see no need to deal with them. A few, such as the Trilopters and Aoemarans, enjoy humanoid company, but this seems to be more the exception than the rule.

Finally, here are also a few radically different races which evolved independently on their home planets. Some have been integrated into the Terran Empire, while others lie beyond the Imperial "borders", having either proven to be xenophobic or outright hostile.

13.21 SNEE

The Snee are by far the most gruesome and hated of all races that humankind has ever encountered. Few have even seen the Snee, but they are reportedly the stuff of nightmares. Large, hulking creatures with black, glistening skin, they are carnivorous and reputedly consider *Homo Sapiens* a rare treat.

Communication with the Snee has been sporadic and inconclusive, and recent contact has consisted entirely of Snee raids on Terran Starships. Even the borders of the Snee Empire were only learned through the Aoemarans — the only race capable of dealing with the Snee on any level other than predator and prey (the Snee found them indigestible). Imperial Intelligence believes that their empire consists of no more than a handful of stars, but Snee ships are powerful and able to hold their own against a Terran ship of comparable size. Their plasma guns are especially devastating.

15.22 WIHR-KOHL

Little is known of the Wihr-kohl beyond the fact of their existence (and some dispute even that). These beings are amorphous in form, naturally existing as gaseous creatures of variable density. They are highly intelligent and Telepathic, and seem able to travel through space (even Hyperspace!) freely without need of craft or propulsion system.

The Imperial Intelligence Ministry believes that the Wihr-kohl originated on a gas giant in the Gamma Doradus system (Frontier Zone 19) and from there spread to inhabit a number of systems throughout the Empire, but that is pure speculation. It is clear, however, that this is a race of sophisticated creatures capable of feats beyond imagining. They almost never involve themselves in the politics of the Empire. However, there are strange tales of the Wihr-kohl transporting the crews of disabled ships to safety (much like a human might save a beached fish or other animal in need) but otherwise this elusive, advanced race is not encountered.

13.23 KLAKYTHERIS ADANAK

A race of bipedal, hydrocarbon based sentients. They are exceptionally strong, intelligent, and long lived. They are one of the few starfaring cultures the Terrans have encountered and been able to communicate with, but the Adanak remain somewhat aloof from man because of the Terran preoccupation with conquest and exploitation. The Adanak civilization predates humanity by several million years, and they are not so concerned with interstellar colonization as with philosophy of being and individualism. It is therefore not surprising that the Adanak no longer maintain a central government for law generating purposes; rather, each individual is ultimately responsible for his own actions. There are three major sexual distinctions between Adanakees. A few distinct male and female types exist, but they are outnumbered by the quasi-male contingent. The Quasi-males are capable of procreating with any Adanakee.

Adanakee starships are exclusively sub-light and carry a form of deflective shielding to protect them from space debris. They bear no armament. The Adanakee have settled a few worlds, but mostly pass their time in conversation (in a language which few humans can master because of its complexity of innuendo). The Adanakee see humans in general as an annoying intrusion into their laid-back lifestyle, but the younger ones like human company for the excitement they generate.

Unfortunately for these young Adanakee, few humans can stand the sight of them. Adanakee are faintly amphibian in configuration and have no noticeable sensory receptors on the surface their skin. This lack of reference points on their bodies makes them appear malevolent and mysterious to humans. Adanakee "perceive" through highly adapted electromagnetic and chemical interpreters in their pores. Adanakee rarely carry offensive armaments.

13.24 OLZE ALIRRA-MUKARRAM

The Olzes are tremendously large (5 — 10 cubic meters in volume) creatures who at some point in their long history were able to achieve a symbiotic relationship with virtually inert crystal lattice structures. Able to extend their lives by virtue of the symbiosis and manipulate the structures that they were joined to, the Olze have been able to create unimagined technological feats, of which any individual may be an integral part. Needless to say, no two Olze are alike.

Humans do not interact well with the Olze because they are just too alien. Olze motivations and personal communication techniques are beyond human (and human-built computers') understanding.

13.25 PEARTA GHED

Researchers believe the Pearta Ghed to be a race of very advanced Androids. Their cellular replicative technique could have been an induced fabrication in the race's infancy. Needless to say, DNA has very little to do with these interesting creatures, as living metallic molecules are involved in their basic biochemical makeup. If they are androids, their creators have not made themselves available for comment.

The Ghedians appear as man-sized bipedal felines covered with a great deal of fur. They are intelligent and integrate well into human societies. Excellent mimics, they have been able to pick up human tongues with ease. They rarely procreate (or it is rarely successful) but they are nearly immortal by human standards. However, they are reckless and don't have a firm concept of self-worth. As a result, Ghedians often get themselves killed.

13.26 AOEMARANS

The Aoemarans, while physically bearing absolutely no resemblance to mankind, have a mental outlook surprisingly similar. To all appearances the average Aoemaran is a blob of protoplasm about two kilos in mass, semitransparent and bluish. Aoemarans themselves, while somewhat mobile, possess virtually no manipulative abilities and would certainly never have progressed to their current evolutionary level without their unique parasitic/symbiotic abilities. Long ago tne Aoemarans evolved into creatures which could infuse themselves into a "host" body (preferably one with manipulative abilities), take control of the host and utilize its form. The resident Aoemaran gained nourishment from the the host's bloodstream, and in return was able to effectively fight infections, heal wounds, and provide a number of other helpful compensations. This was originally done with nonintelligent creatures on the Aoemaran Homeworld, but as the race developed starflight and met with other beings, they learned that the same results could be achieved with intelligent humanoids, while maintaining a cooperative rather than dominating relationship. Some humans find the whole idea disgusting and revolting, while others welcome the intellectual intimacy — not to mention the physiological benefits.

13.27 TRILOPTERS

These peculiar beings are among the few radically different races who find humanoids tolerable (and in some cases even interesting) companions. Trilopters were first encountered in PreImp c. 500 by a Jade-London Corporate Survey expedition, who entered the Pulwarin system [-13,62,91] only to find it already fully developed by the indigenous race. Although the Trilopters had not yet developed the Hypershunt Drive, their fusion and gravitic technology was quite advanced (including effective weaponry). The Jadists opted for an alliance rather than conquest. Since that time the Trilopters have achieved Minor Clan status in the Empire, maintaining their mutually profitable relationship with the Jadists.

Trilopters earned their anglicized name from their trinary-based evolution. In appearance they have a vaguely peanut-shaped torso, with three 'leg' appendages sprouting from the bottom of the lower swelling. Three equidistant 'mouths' ring the upper half, and above each is a tentacular trunk, above that is an eye on a shorter stalk. The trunks split into three long, highly-dexterous, tentacular fingers at the end, forming the basis of the 'Lopter manipulative ability. Trilopters can also balance on two legs and utilize the more stubby (and very strong) three-toed free leg as a manipulator when necessary. Trilopters have three basic modes of locomotion on their flexible legs: one is relatively clumsy and rarely used in which they walk on only two legs 'like the bipeds'. The effect is a comical swinging gait like a fat hominid and is only used when carrying something in the third foot. Another is the usual method, alternating between the 'lead' leg and the other two, the body always oriented in one direction. The third is a bizarre motion only used when in a great hurry where the 'Lopter whirls forward, only one leg on the ground at a time in a headlong spinning motion. They can move very fast in this mode but tire quickly.

Each of the three mouths has a long tongue, and is connected to lungs, vocal cords and digestive system, so the 'Lopter may speak, eat and comfortably breathe all simultaneously (or sing in three part harmony, or eat with three mouths...). The Trilopter has three lungs (one for each mouth) but one stomach/digestive system. The manipulative trunks are long enough so that all three may work on the same project at once, though the eye stalks are only long enough for two to see the same close-up object — unless it is directly overhead. It is almost impossible to sneak up on a Trilopter.

Perhaps the most interesting aspect of the Trilopters is their trinary brain configuration. It is conceptually similar to the dualistic humanoid configuration, but in three parts. Additionally, the 'Lopter can almost completely sever inter-lobe interference, and operate each trunk/eye/mouth as an independent subentity, thus performing up to three functions independently. They claim to find this somewhat unnerving after long periods of time, however, and avoid doing it. Almost invariably one lobe becomes dominant during adolescent development, and the other two become 'secondary'. They can route a thought problem (such as an equation or other logic process) to one of the secondary lobes for independent analysis. An analogy to this would be a computer with only one processor (the human "conscious") while the 'Lopters have up to three "processors".

On the other side of the Monit, though, is the Trilopters' infamously short attention span. They are easily bored, and though they might be able to shift work from one lobe to another, the central consciousness is still there, and it is childlike by comparison to humans in many ways. "You've got the patience of a 'Lopter" is a frequent derogatory comment among Jadists.

Trilopters are superb technicians and engineers — skills partially attributable to their superior manipulative and analytical abilities. Their short attention span explains why they had not progressed any further than they had when encountered by mankind (the Trilopter race is — in fact — much older than man).

14.0 REFERENCE

This section is designed to provide the GM with some background on specific individuals in the Imperial milieu, as well as general information on the personnel and equipment of various organizations who might interact with Player-characters.

14.1 IMPORTANT NPCs

Included below is a selection of important NPCs with an eye towards "fleshing-out" their personalities in the course of a campaign. An NPC chart at the end of the section summarizes their combat abilities.

14.11 THE EMPEROR AND HIS FAMILY

Akthoes Modestinus III is the twenty-seventh Emperor of the Known Universe. (This is according to the Imperium, of course; there are several known governments and alien races do not recognize His Imperial Majesty's universal claim.) Modestinus III is the absolute ruler of vast resources, however, and he and his family are worthy of some attention here.

Modestinus wears the traditional crown of the empire: a platinum-iridium circlet skillfully fashioned to resemble a laurel garland, studded with diamonds, emeralds and yellow tiraq gems. The circlet generates a continuous halo about the emperor's body, adding to his appearance of power. In addition, he bears the primary symbol of the Empire: the Galactic Scepter. A beautiful Sianetic Harbinger artifact, the scepter is a 50cm long, ornately decorated rod of an indeterminate Ordium alloy, white Ardinium, gold and platinum. Set on one end is a perfect sphere of clear diamond 5 cm in diameter, and on the other is a shallow bowl of some black material. Whenever the scepter is held, the bowl generates a globe of darkness 20 cm across, within which spins a fabulous hologram of the Milky Way. The scepter is also a x10 Psion Prism.

Itzámna and Imperious, the Emperor's sons, wear a simpler version of the platinum laurel garland at court functions. The Empress-consort wears a glittering platinum and diamond tiara. All members of the Imperial Family also wear a ring imprinted with the Imperial Digital Seal, which allows access to security areas and datafiles, monitors brain-wave patterns (to verify the wearer's identity) and 'seals' official Imperial 'documents' with its distinctive code.

Akthoes Modestinus III

Supreme ruler of the Terran Star Empire since Imp. 441, Modestinus is fairly moderate as Emperors go; he isn't one of the liberal rulers who tend to allow the Provinces substantial Home Rule; nor is he an Imperialist Ideologue constantly trying to suppress growth. His critics alternately accuse him of being too lenient and too overbearing. He once said to his wife, "As long as I am accused of being both a tyrant and a spineless puppet, I know that I am serving my people well."

This is not to say that Modestinus is a kindly gentleman whose only goal is to protect the rights of all his subjects. He has sent thousands to their death with a wave of his hand; the Imperial fleet has laid waste to entire planets in his name; he has ordered the destruction of many a promising young culture with the imprint of his Imperial Digital Seal. It is widely believed (but never mentioned) that he murdered his father and older brother to expedite his ascension to the Throne. All part of survival in the Imperial Court.

Modestinus has noted with some concern his Empress-consort's marked preference for the younger of their two sons. And while the elder, Itzámna, shows no signs of being impatient for the Throne, he has noticed the ambitious tendencies of his younger son Imperious and remains alert for trouble. It would not be paranoid to suspect a conspiracy between Consort Philippina and Imperious to arrange an accident for the Emperor and his heir (after all, how did Modestinus come to power at the young age of 21?).

In appearance, Modestinus is an impressive man: 190 cm tall, massing a muscular 90 kg (he keeps himself in excellent physical condition) with silver hair and dark grey eyes. He wears white, trimmed with gold, and his personal barrier shield is an ornate gold belt.

Philippina T'sganus

The Empress-consort is the wife of Modestinus and the mother of his two sons. She is the sister of Baron Foeg Huronak of House Titania, a relatively obscure Inner Province, yet with a considerable history. Philippina accepts her role as Consort with no political power, yet rules all domestic affairs as a true Empress. She is tall, with golden-blonde hair and sapphire eyes. Her figure is the envy of many a younger maid at the Court.

Philippina, while always outwardly deferring to her husband in any decision, relentlessly uses her considerable skills of manipulation and disinformation to influence his decisions to her advantage. Though her methods are not always successful, Philippina's labors frequently bear fruit. One area in which she has repeatedly failed is with the upbringing of Itzámna. She would prefer him to take a greater interest in Court functions and what she calls 'Emperor-track activities'. She was devastated when Itzámna left the Service after his required tenure was up, and is vexed by his predilection for study and scholarship. She has always disliked the D.K. (Her suspicion of being constantly monitored by them borders on the paranoid — or it would, except that they *are* monitoring her). On the other hand, she goes out of her way to protect her younger son from the wrath of the Emperor, and sometimes the arm of the Law. While an Imperial Prince can get away with just about anything, Imperious still manages to push his luck.

Itzámna Augustus

The Emperor's eldest son and heir to the Throne, Itzámna is a quiet young man, born in Imp. 447. While more scholarly than his father, Itzámna does not neglect the call of martial training, and served the required term in an Imperial Starmada. He is said to be a master of the Changramai techniques of unarmed combat. At 194 cm, Itzámna is tall like his father, but more slender (80kg), with black hair and dark eyes. Less than polite court gossip labels the Imperial Crown Prince as "sullen and ill-mannered." Truthfully, he is an intellectual who would prefer not to have the Imperial Scepter thrust upon him any time soon (which is fine with His Majesty). He spends considerable time in the D. K. Archives; more than his mother would like.

Itzámna's titles include Imperial Crown Prince, Grand Duke of Centauri, Lord of Jovia (the Jupiter planetary/lunar system).

Imperious Culthos

The Emperor's second son — born in Imp. 453 — is nearly the opposite of his eldest. Imperious is shorter (barely 175 cm at full growth) and is definitely a more action-oriented youth, already massing over 80 kg's. Joining the Imperial Fleet at 16, he quickly distinguished himself as a skilled warrior and fighter pilot. Imperious is blond and blue-eyed, and never hesitates to use his phenomenal good looks and confident charm (not to mention his status) to further his lustful desires. His various exploits while on leave have so far been tactfully overlooked by the Court, but his appetites are becoming less acceptable and his improprieties more flagrant.

Imperious' title is Imperial Prince, and in Imp. 470 was granted the title Duke of Mars.

14.12 THE IMPERIAL CABINET

All of the members of the Imperial Cabinet have an interesting history, some whose origins are clouded in a dark mist of political intrigue; others who have risen through the ranks of the Imperial Services and earned His Majesty's recognition; still others are courtiers whose families have gained favor with the Imperial House through the centuries. All have secrets to hide; all are ever at work hatching new schemes to further their own interests and swell their Elmonit accounts.

Cardinal Aurelis Nogia

A tall, white-haired man with pale, wrinkled skin who looks like he could be over 100 standard years old, Cardinal Nogia sports a noticeable paunch. He stands very straight and unbent with age, however, and seems to have no lack of energy — especially when sparring with the Justice Minister, Truthsibyl Olvana Giovanyn. Cardinal Nogia always wears the red, flowing robes and skullcap of his Dia Khovaria office, and over them the appropriate embroidered vestments. Draped across his shoulders is the heavy, thickly jeweled platinum-iridium necklace of the Minister of Information.

Nogia frequently tries any number of tricks to get the Emperor's ear, but His Majesty has shown a preference for the advice of Sibyl Olvana in recent years. Considering Nogia's dislike for the Sibyls of the Galactic Court, and the Church's well-known distrust of the Telepathic "truthsaying" powers of the women, it is not surprising that he finds the Emperor's preferences distasteful. He has been known to refer to Olvana's powers as 'witchcraft'.

Sibyl Olvana Helene Giovanyn

Although Sibyl Olvana Giovanyn is a member of the Imperial cabinet, her first loyalty is to the Order of Truthsibyls. The objectivity of the Order must remain above dispute, or their power and authority in the Imperial government would be shattered. Sibyl Giovanyn is a member of the Truthsayer's Council, and is revered throughout the Order.

Olvana reports to His Majesty regarding the status of the GCH, but also serves as his personal Truthsayer. She is rarely away from his side, her Telepathic powers always at his disposal. Just her presence is enough to enforce truthfulness from anyone in audience with His Majesty.

As a Sibyl, Olvana wears the shimmering white gown and full, diaphanous black hooded cloak of the Order. Her single large earring holds a cluster of glittering Psion prisms. She also bears the necklace of her Imperial office. She is a small, frail-looking woman, her black hair shot with grey. Though Olvana appears to be about 50 standard years of age, she is actually considerably older.

Minister Huel Gosangda

Gosangda is quite nearly the exact opposite of what one might expect for head of the Intelligence Ministry. In his mid-thirties, he looks even younger than his years. Though he wears a simple steel-grey uniform over his slender form, his brown hair is cut in a fashionable style and he wears a non-regulation diamond stud earring (as a civilian, he is not technically bound by Imperial Military uniform regulations). Huel always looks vaguely confused and distracted when in public and even at Imperial Cabinet meetings. He always has a holoclipboard under his arm, but never seems to use it. It is generally assumed that the man is either an idiot or in a permanent drug-induced stupor.

It's all a ruse, however. Gosangda is a brilliant man and consummate actor. He has a holographic memory and runs the Intelligence Ministry with frightening efficiency. Only a few trusted aides know his real mental abilities, and he essentially runs the operation through them. Only these aides, the Emperor Himself, and perhaps Olvana and Nogia know of Gosangda's dissembly. The IID (Imperial Intelligence Directorate) division of the I.M. is Gosangda's pride and joy, an information gathering force without equal in the Empire.

14.13 LEAGUE PERSONALITIES

The hierarchy of the League of Merchants is a murky, secretive lot, known to few beyond the LeagueCouncil itself, and the members of that august body take great pains to maintain the image of upstanding Imperial citizens to cover for their darker occupations. Below are profiled three members of the LeagueCouncil.

Nakira Anastasia T'sraang

Nakira is a Kashmerian Admiral, in charge of security on the Planet Oberon. Slender, tan, mahogany maned and brown eyed, Nakira is a dark beauty not to be underestimated. Her rank gives her the freedom to travel as she wills without being questioned, and access to information which she uses to her advantage as a member of the League.

Never far from her side are her "boys" (as she calls them): Android bodyguards Lars and Fredrik, both a muscular 200 centimeters tall with white-blond hair, pale skin and blue eyes. They are Centurions of the Ducal fleet, assigned to her division.

As a planetary commander, Nakira wears the regulation uniform: white leggings of the skin-hugging material *velaise* and loose silver-grey tunic with epaulettes.

Jaison Menzies-Lloyd

A smirking youth of 26 years, Viscount Jaison is the nephew of Baron Kevin Skakis Kubischev-Lloyd. Though his actual political power is very limited, he has many friends and contacts at the Imperial Court — enough to make him a useful voice at LeagueCouncils despite his vanity, overblown sense of self-importance and his unrepentant disdain for anyone not of royal blood. When not decked out in the latest Coreworld fashions, he wears a simple, loose grey coverall over his slender form, open at the neck and adorned only with the silver triangle of his family on the left breast. Dark-haired with green eyes, he is strikingly handsome and doesn't hesitate to use his charms when they can get him his way.

His personal guard, an imposing young man named Kaal, is at his side constantly and watches him with an almost possessive intensity.

Soris

The LeagueMaster is a slightly-built man of 170 centimeters, his hair short, straight and snow white (except where an azure streak colors it from left temple to nape). Soris' skin is a natural chocolate brown. He likes to wear flowing garments of silk, sometimes long, sometimes a short tunic, but always in bright colors like orange, yellow or blue. He also is never without a pair of polished irulon hoop earrings. Even his feet are usually bare.

Soris commands a considerable fleet of small, unregistered 'trade' vessels, well-equipped for smuggling and 'tactical strike' missions such as frontier raids. He is also the official commander of Starhaven, the League headquarters, and is responsible for its security.

Om, his bodyguard, is a giant of a man who wears only loose black truesilk pants. Om can crush a man in the crook of each arm with seemingly little effort.

14.2 EXAMPLE GROUPS AND EQUIPMENT

The GM may find this section handy in developing and equipping NPCs for the campaign. Inevitably, the PCs will come into contact with any number of governmental and corporate officials, and a few of the more interesting types of those are touched on below.

14.21 IMPERIAL AGENTS

Vast indeed is the array of operatives at the Emperor's disposal. The network of military, paramilitary and intelligence forces at His Imperial Majesty's command numbers in the hundreds of millions and is scattered throughout the Imperium, Provinces and the Frontier.

Imperial Police

The "Imps" as they are not-too-fondly referred, are His Majesty's personal guard (all 10,000 of them). In addition to providing protection for the Imperial Family, they are entrusted with errands of special interest to the Emperor.

Division: Elite Personal Family Guard.
Recruitment Source: Imperial Services.
Training: 3 Years: Martial Arts, Adrenal Moves, Strategy, Tactics, Perception.
Equipment: Armored Exoskeleton with Barrier Shield, +20 Assault Blaster, Power Sword.
Uniform: Golden Armor.
Symbol: A Golden Fist outlined in black holding a Lightning Bolt.

Intelligence Ministry

The IID is a ruthless, insidious spy organization with state of the art technology and a highly trained staff of agents.

Subdivision: Imperial Intelligence Directorate
Position (Rank): Field Information Agent (Lieutenant)
Recruitment Source: Imperial Starmadas, other services.
Training: 5 years: (can vary) Surveillance skills, Weapons, Crime Technics, Interrogation, Seduction, Acting, Comp Technics.
Equipment: Tier Four Security Scanner, Pulse Laser, Belt Barrier Shield, Personal Sensor Cloak, Compact Repair Scanner with special Security system detection/disable capabilities; Special tools.
Uniform: Varies (under cover).
Symbol: The All-seeing Eye.

Imperial Science Institute

The Empire's Investigative division for all archaeological artifacts.

Subdivision: Imperial Archaeological Institute
Position (Rank): Field Archaeologist (Team Associate)
Recruitment Source: Imperial Starmada, other services.
Training Period: 1 year (in addition to schooling) Appropriate applied sciences.
Equipment: Varies with assignment.
Uniform: Varies with assignment; normally a khaki coverall with utility pouches.
Symbol: A planet with relief land masses.

Imperial Shock Troops

These troops accompany Starmada ships and are primarily used as ground assault forces and boarding parties.

Subdivision: Starmada Assault Marines
Position (Rank): Strike Leader (Corporal)
Recruitment Source: varies
Training: 3 years: Various combat skills, Survival, First Aid, Martial Arts.
Equipment: kevlar or duralloy armor (sometimes better for special units), assault weapon, headset communicator, basic survival gear, distance and infra-goggles, combat knife, grenades.
Uniform: Grey coverall with black and silver trim.
Symbol: Varies with division, but always incorporates the Starburst.

14.22 VEGA OPERATIVES

Next to Old Earth, Vega IV (Valhalla) is the most well-protected planet in the Imperium. As the core of the Empire's economic and judicial systems, Vega is also somewhat of a mysterious place to those who are not closely associated with its operations. Unlike Sol III, visitors to Vega are discouraged and security measures — even for individuals — are extremely tight. (It is *not* a stop on the popular Imperial tour routes.)

VegaPol Agents

The Vega Police is a relatively low-profile organization, a stance they cultivate for a number of reasons. First, VegaPol agents are usually called in only on matters of financial improprieties, or to investigate matters brought before the Galactic Court of Humanity.

The vast majority of VegaPol agents are undercover operatives, reputedly thousands spread through the Empire and surrounding Frontier. Although not thought of as masters of gadgets and secret technology (like the D.K.'s Tabernacle Police, the League of Merchants or the ISI), Vega agents have fairly sophisticated surveillance equipment. Masters of disguise, their specialty is infiltration and information gathering.

Subdivision: Field Research Agent
Position (Rank): Regional Supervisor (Major)
Recruitment Source: Varies
Training: 10 years: surveillance, computer skills, physical training, psychology.
Equipment: varies with assignment; usually a sophisticated personal computer, communications gear, special edition weapons.
Uniform: Sea-blue coverall (unless operating under cover).
Symbol: A Shield with scales on it.

14.23 TRUTHSIBYLS

Although actually a small minority in the support structure of the Galactic Court of Humanity (GCH), the Truthsibyls are probably the most interesting. The rest of the GCH is primarily lawyers and clerks, the vast bureaucracy required to support an interstellar legal system. Technically, the Truthsibyls are not even under the jurisdiction of the GCH, being an independent organization.

Subdivision: Court Truthsayer
Position (Rank): Rank Four
Recruitment Source: Truthsibyl Agents
Training: 12 Years: various Psionic techniques.
Equipment: Psion Prism.
Uniform: White gown under long, hooded, black flowing robes/
Symbol: Abstracted Scales with an Egyptian Eye over it.

14.24 DIA KHOVARIA

The division mentioned below is TARA, the Tabernacle Research Agency, an elite group of highly trained intelligence agents.

Division: TARA Investigations
Position (Rank):Monk (Rank Five)
Recruitment Source: D.K. Chapterhouses.
Training: 10 years: Martial Arts, Adrenal Control, Weapons, Crime Technics, Trickery, Falsification, Propaganda, sometimes Telepathy.
Equipment: Compact Multiscanner, computer, sense-enhancement and stealth gear, various weapons, comm implants.
Uniform: Black, hooded, full-length flowing habit.
Symbol: Printed circuit overlaid with an open hand.

14.3 TRANSPORTATION & COMMUNICATION COSTS

The following formulae are highly subjective yet will serve as a convenient base for determining the cost (in Imperial Monits) of standardized services.

14.31 TRAVEL

This section is designed to give some very basic cost guidelines for the appropriate services. Intraplanetary is so varied depending on speed, comfort and sophistication of the transport that it is practically impossible to give any really helpful information; the GM is on his own.

Interplanetary travel is also variable, but we can give some general guidelines and multipliers. Assume 100 Monits per A.U. (Astronomical Unit; the distance from Terra to Sol; about 150 million kilometers). A chartered shuttle (capacity 4-10 persons plus luggage) would cost 1,000 to 2,000 Monits per A.U.

Travel along transport route is:

Frequent:	x 0.2
Regular:	x 0.5
Intermittent:	x 1
Restricted:	x 10 or more

(note: If travel frequency along route is mixed, figure sections separately.)

Type of Passage:

Executive:	x 3
First Class:	x 2
Coach:	x 1
Bargain:	x.5

(note: some types may be unavailable across intermittent routes)

Most interstellar travel is either on board military transport (in which case the ride is free, but the destination may not have been what you had in mind) or by commercial star liner. The wealthy can charter a flight, and the very wealthy have their own hyperyachts. We'll assume liner rates, however. As a base cost, use 20 Monits per Light-year, modified as shown:

Cryogenic Berth:	x 0.1
Bargain Stateroom:	x 0.5
Mid-range Stateroom:	x 1
High Quality Stateroom:	x 2

Travel along transport route is:

Frequent:	x 0.5
Regular:	x 1
Intermittent:	x 2
Restricted:	x 10 or more

(note: If travel frequency along route is mixed, figure sections separately.)

For interstellar transportation of cargo, assume a base cost of 10 Monits plus one Monit per kilo, regardless of distance, within a Province or Imperial Sector; delivery within a Decaday. For transportation of goods outside of the Province, apply a multiplier of x 2 to x 10, depending upon the political/economic factors involved. Modify as shown below:

Type of Cargo:

Perishable Goods (special handling):	x 5
Fragile Goods:	x 2
Illegal Goods:	x 10-50

(Assumes pilot is willing to take the risk.)

Travel along transport route is:

Frequent:	x .25
Regular:	x 1
Intermittent:	x 5
Restricted:	x 10-50

14.32 COMMUNICATION

Below are listed the basic electronic communication modes in ***Space Master.*** These are all the more advanced forms, and so do not include low-tech broadcast transmission types, infra-red, etc.

Planetary

All civilized planets have a worldwide computer-controlled communications network, either satellite or cable connected. Intercomp, a private corporation, has installed most of the planetary optical and microfreq communications nets on Imperial Worlds. Tie-ins to planetary comm nets usually costs between 50 and 300 Monits annually, depending on location and sophistication of hookup.

Microfreq and Laser

Two of the primary modes of In-system communication, both of these utilize light-speed wave transmissions. Lasers have a longer range, but require more bulky and sophisticated equipment. Microfreq is used in smaller vehicles. This type of communication is limited only by the cost of the equipment.

Tachyon Beam Dictor

The base cost of a TBD transmission is 5 Monits per Light-Year to destination. Long transmissions (greater than thirty words) add 0.1 Monit per word over thirty words. All TBDs are sent in Anglaman — the official Imperial language.

The length of time required for a civilian TBD transmission to reach its destination is about one day plus one hour per every ten Light-Years travelled. (the actual transmission is instantaneous from one station to another, but there are transfer delays, and the physical delivery.

High Priority D.K. and governmental transmissions will travel up to ten times as fast, as will Civilian Express transmissions (at Two to Five times the cost). Two persons may converse instantaneously while simultaneously at keyboards and if linked by a top-priority TBD network linkup. The cost for this service for a private citizen is prohibitive. Most fairly wealthy citizens and members of the nobility have terminals in their homes connected to a planetary computer net, allowing a TBD transmission to be routed directly to their terminal. This is a considerable time saver, but a D.K. online TBD account is very expensive (as is almost everything having to do with the Dia Khovaria).

Even more expensive are TBD audio or Holotransmissions. Either of these requires some setup and a dedicated TBD channel. If relays are required (and they usually are) the cost is greater for each relay involved. This communication is always instantaneous, though it is subject to interference and there is often some breakup of the sound and/or image

14.4 POLICE/SECURITY PROCEDURES

Throughout the course of the Campaign, PCs will doubtless have many chances to run into various law officers, peacekeepers and security guards (not to mention the possibility of PC lawmen). Although the vast array of cultures and technologies present in the Empire precludes any in-depth analysis, GMs and Players alike should have a good idea as to what general procedures can usually be expected as regards law enforcement. This section includes a discussion of local Security Ratings, and guidelines for Arrest and Legal proceedings.

14.41 SECURITY RATINGS

One useful tool for the GM is the designation of local Security Ratings. These codes allow a general Difficulty Modifier to be applied to any criminal activity in the effective area without requiring the actual laws to be drawn up beforehand. The Security Rating (on a scale of one to ten) serves to indicate the Difficulty Level assigned to any such attempts. Security Ratings correspond directly to the familiar Difficulty Levels, and are shown below:

Security Rating	Difficulty Level
1	ROUTINE (+30)
2	EASY (+20)
3	LIGHT (+10)
4	MEDIUM (±0)
5	HARD (-10)
6	VERY HARD (-20)
7	EXTREMELY HARD (-30)
8	SHEER FOLLY (-50)
9	ABSURD (-70)
10	INSANE (-100)

NOTE: *These Modifiers are cumulative with any other Difficulty Mods inherent in the maneuver itself (e.g., if the Sec Rtg on Karoline is 7 (-30), and breaking into a grav-flitter is HARD (-10), then breaking into a grav-flitter on Karoline [and getting away with it] would be at a total of -40).*

14.42 SECURITY/PATROL PROCEDURES

The most often seen law enforcers will probably be the private security guards and public peace officers of the various Spacefaring Ports and cities. These Armsmen are chiefly concerned with the safety of the public and property, differing more in means than in motive. An outline of a typical Patrol process is given below:

1. Officers are employed to protect lawful citizens of the State, and/or their property, and to enforce the local laws in a manner determined by the State (bear in mind that "The State" need not be an actual political body; any organization which creates and enforces laws within its territory might apply here).
2. Officers are trained and armed to handle a variety of dangerous situations, depending upon their division and/or current assignment (i.e., "beat"/traffic, bunko, theft, vice, homicide, special tactics, etc). They are trained to identify signs of criminal activity, and are well-versed in current laws which pertain to their divisions. Even the Free-lance Security Guard has had some minimal amount of paramilitary training (indeed, a way of life for many of these folk!) Use Perception or Scanner rolls (if the PCs are hiding, subtract the poorest score in the party) to determine whether the Officer notices an illegal act as it is performed. On most civilized planets citizens who possess appropriate licences may bear arms of up to Mk. I (Mk. II in a few places). Most private Security Guards will fall into this category. For typical Peace Officers, a simple rule of thumb is to divide the local Security rating by two to obtain the Mk. # of their primary weapon. Special Tactics teams will commonly carry some sort of gas grenades. Riot Patrolmen will be trained in the use of heavy armor (probably Exoskeleton), and will commonly wear or carry Personal Shields.
3. Officers are primarily on the lookout for (or on call for) crimes in progress. They typically maintain a good communications network with other law enforcement personnel. The mobility and constant communication employed by metropolitan Police Force allows Officers to respond quickly to any reported threat situation. Some Police Forces may retain pools of expert drivers and/or communications operators. When an Officer sets off into a high-speed pursuit, other Officers in the area are generally aware of it.
4. On the scene, Officers will evaluate the situation as best as possible (e.g., threat to citizens or property, danger to selves, possible tactical approaches and legal technicalities, etc.), and will call for support if this seems warranted. Only a foolhardy cop would walk into an obviously dangerous situation without first calling for backup (whether a backup unit is available is another story . . .) Backup might consist of another squad car, specialized weaponry, medical technicians, special tactics personnel, etc., depending upon the seriousness of the situation and the number of Officers available.

   Note: *If the situation is* really *hot (rockets, plasma repeater rifles, starship fire, etc), chances are good that the local Planetary Defense Forces will be called in.*
5. Usually, the Officer's first priority is to ensure the safety of any present citizens and property (corporate property, as well). Once this is done, the next task is to make certain that the danger is abated — one good way to do this is to arrest the offending party. Unless the lawbreakers are using powerful weapons themselves, most metropolitan Police Forces will make use of non-lethal weaponry whenever possible (e.g., sonic stunners, tasers, gas weapons, tangler rifles, etc). Remember, it's hard to question a dead man.
6. In certain (high-tech) regions, Minor Crimes (or "Infractions") can be paid on the spot, via a simple Elmonit card transaction. If the plea is "guilty" or "no contest", the Officer may make a recording of the plea and the fined party's Ident Disc, and the fine is subtracted immediately from the person's Elmonit account. If any bribery attempts are made, they had better begin before the cop has begun his/her report. Such attempts are best handled by using Administration or Seduction skills; the base Difficulty level is determined by the local Security Rating, and the roll may be further modified by the cop's "Bribability" (-50 to +30), as well as by the size of the bribe (perhaps a +5 for every 20 Monits value).

   Note: *Bribery will not always be an option; there is a significant chance that attempting to bribe an Officer will only make matters worse. If a successful Psychology or Diplomacy roll is made, a PC may determine whether or not an Officer is surreptitiously asking for a bribe.*
7. For more serious crimes, or for any case requiring any amount of adjudication, arrest (or at least subpoena) will be necessary to facilitate trial. If Bribery is attempted at this point, the chances will be even slimmer than before, and the bribe will have to be larger.

14.43 ARREST PROCEDURES

Most PCs seem to spend an awful lot of time trafficking in areas of somewhat questionable legality; breaking into peoples' homes and offices, using weaponry of greater then the maximum legal civilian Mk. #, carrying unchecked cargoes and avoiding taxes, etc.

Although these crimes are not punishable by death (in most places), they are nonetheless considered very serious infractions. PCs who continually pursue such means run a great chance of being caught somewhere along the line, either by local Police or some other (private) Security Force (read "Goon squad"). If a Goon squad gets you, what happens next is highly variable (depending primarily upon their employer's wishes). If the cops get you, it's pretty obvious — you're going to jail. One thing which can be said for the Police — as long as you stop firing and come out with your hands up, they generally won't harm you any further (which is definitely more than can be said for most Goon squads). The following is an outline for a typical (Police) arrest process:

1. Officers will generally identify themselves as such before making an arrest (in some areas this is required as mandatory). Reasons for this are twofold. First, it is an attempt to get the pursued/stalked party to "listen to reason", to give up peaceably (which will certainly look better in court than resisting arrest — a whole separate charge in most regions). Second, it is to cover the Officer's hide in the event that some legal technicality arises (e.g., "Yes, your Honor, I did identify myself as an Officer of the Peace, no, the defendant did not stop running ... .", etc).
2. In one sense, the word Arrest means "to physically stop from moving", and this is (obviously) required before an actual arrest can be made. As noted above, Police Forces generally have all manner of non-lethal weapons at their disposal with which to physically stop you from moving. Officers might inform a subject (not "suspect") that he/she is under arrest before actually catching him/her.

The "Halt; You're under arrest" approach may constitute legal arrest in a few areas, but more commonly it is simply a variant method of identifying oneself as an Officer (see above). Before the Arrest procedure may proceed, in any case, physical arrest must occur.

3. A major consideration for the Officer is the identification and nullification of any possible physical attack of the part of the subject. Scanners may be used to identify any weapons possessed (especially if the offending party is in a vehicle). Perception rolls, frisking of subjects, and even strip searches might be used instead/also. *Under no circumstances will an officer allow a subject any possibility of attacking while arrest is being made.*

   If the subject violently resists arrest or attempts to harm an Officer, force will be used to subdue him/her. Subjects will be moved away from any possible weapons before questioning, and may be restrained if necessary/applicable. All weapons collected by the Police will later be taken to the Crime Tech labs for registration verification and "Missing Weapon Checks" (to see if they might have been used in some previous, as-yet-unsolved crime).

4. The first thing an Officer is going to ask for is the subject's Ident Disk. In many of the Inner Provinces, it is against the law not to carry your ID in public (it is certainly against the law while operation any vehicle or other possibly dangerous machinery). Laws like this are also common in the Frontier Provinces, although the farther one gets from the Core, the less such things matter (and the more Police Forces resemble Goon squads). The tool used for the reading of Ident Disks is called a Security Scanner or Ident Scanner. It is described elsewhere in the Tech Book.

5. Subjects will be questioned before any report is made. Depending upon what the Officer actually saw, these questions will be more or less specific (and even tricky). There are many possible questioning techniques; a few are noted here. Subjects will generally be isolated from each other (at least 3 meters) before questioning, so that they cannot easily back up each other's lies. Significant questions, or questions which might easily be lied about, will often be rephrased and asked again and again, whether or not they received an answer before. If the subject is an NPC, an Interrogation roll may be made for the Police (alas, PCs are not that easy). In some regions (the less civilized ones), force (i.e., torture) may be resorted to. The "Good Cop/Bad Cop" routine may be used, in which one Officer takes an aggressive role, threatening and intimidating the subject, while the other Officer plays a supportive role, seemingly defending the subject, sticking up for him/her, or acting displeased with the first Officer (this is an attempt to get the subjects to trust and confide in the "Good Cop"). Officers on patrol often flip Monits to determine who gets to be the Good Cop; others take turns.

6. Before leaving the scene, Officers will collect/note any evidence present (Perception and Scanner rolls), or make certain that someone is there to do so.

7. Arrested subjects will be quickly transported to the local retention facility (holding cells, substation, courthouse, or whatever). There they will probably undergo a formal Booking process.

8. Although the actual methods used in the Booking process and the nature of the detention facilities differ vastly from place to place, there are a number of steps which will nearly always be covered (one way or another). These steps are listed below:

   a) Removal of possessions from the prisoner (Ident Disks are left in the owner's possession).

   b) More questioning, if necessary.

   c) Possible search for wants/warrants through a larger database (usually Province-wide).

   d) In-depth identification of Prisoner (e.g., Hair & eye color, height & weight, fingerprints, marks/scars, past crimes, retinal/vocal/hemoglobin/DNA scanning & typing).

   e) Placement in actual (group or solitary) holding area (might be allowed to contact family/friends/bondsman).

   Note: *Even though the prisoner may have the Monits for bail, most localities require transportation of arrestees to some station for formal Booking.*

9. Prisoners will be held pending trial (or whatever passes for the equivalent of a judiciary system here).

14.5 NOTE TO GMs

It is incumbent upon you to instill an air of authority and technological sophistication to the Provincial (and especially the Imperial) Police/Security Forces in your Campaign. To be sure, if these agencies could be easily overthrown (physically and/or in terms of support) this would have happened already. (There are, of course, incidences of successful revolution, but these are generally long-planned, well organized, and very expensive covert group efforts — nothing to be undertaken lightly.) The oppressive and apparently omnipotent power of the Empire (and the Royal Houses) are an important part of the ***Space Master*** universe. Without the technological edge, without the obsequious propaganda, without the authoritative manner, these agencies would never be able to maintain any sort of order in their jurisdiction. Worse yet, if your Players learn that the police (etc.) are just another bunch of opponents — and "just" is the operative word here — there will be nothing to stop them form walking all over your Campaign. Remember, most peace-keeping forces are exactly that; and their methods and abilities should be portrayed as being commensurate with their responsibilities.

14.6 CORPORATE READOUTS

Whether Imperial, Provincial, Independent or Renegade, every large organization (economic or otherwise) provides or does something for some one/group, and does it in its own way., from its own bases of operations. Military and religious groups likewise have their own individualities. The **Corporate Readout** (which might, at the GM's discretion, be pulled in whole or part by Players who access the proper computer files) allows the GM to record a large amount of useful data on a given corporate/military/ religious entity. A blank form is provided here for the GM's use, as well as a few examples.

CORPORATE READOUT

INTRACOM

Nature of Business: An interprovincial trade megacorporation serving the entire Imperium and Inner Provincial sphere, specializing in the distribution, handling and wholesale marketing of nonmilitary technics; it is forbidden to have military affiliations.

Market/Clientele: The Empire, Inner Houses and Core Corporations (bulk orderers).

HQ Location: Sol VI*n* (Titan) | **Gross Income**: 195 Trillion E./yr

Secondary Interests:Bulk mail transport, Industrial investments; Major Tridee advertiser; sponsors of several populat series and com-nets.

Covert Activities/Interests: Rumored to have vested interests in some highly controversial industries, including labor replicant production.

DIVISIONS/BRANCHES

Division/branch Name/Emphasis	Location/Territory	Staff	Prod%
Administration and Marketing (HQ)	Titan	664	—
Devon; Electronics/Molecutronics	Karoline	2233	8%
Kashmere; Starship Systems and Parts	Olympus	4010	6%
Jade-London; Security/Surveillance Systems	Lamaraine	3562	4%
Colos; Raw and refined ores/Alloys	Orpheus	4550	4%

PRODUCTS/SERVICES

Product/Service	Cost	Product/Service	Cost
Travel along route is FREQUENT	x 0.8	Shipping Insurance	•
Travel is REGULAR	x 0.9	* *(available in some areas)*	
(no restricted routes)			
Cargo is perishable	x 2		

BACKGROUND DATA

History: One of the oldest and largest independent shipping firms in the Empire, INTRACOM was founded in PreImp 257 by a group of pre-Imperialist loyalists who united their efforts to serve the growing inter'Provincial' market.

Reputation/Manner: Known throughout the Empire as a dependable and reasonable firm, INTRACOM is also known to run a "tight ship" regarding employee policies.

Allies/Affiliates: No political or corporate affilitations.

Enemies/Competitors: various (mostly smaller) shipping firms.

Security Rating: 7 | **Comp Security Rating**: 6 | **Comp Languages**: CMT Scram, Z Weda

IMPORTANT PERSONS

Name	Postion/Title	Notes
Alsham Thaddeus	Operations Director	Scrupulous Administrator Lvl 12
Zera MacZeod	Jade-London Director	Finances illegal artifact hunts.
Haig Tuvarek	Colos Director	Runs the largest of INTRACOM's Docks.
Li Datoma	Devon Director	Has shown highest profits for 4 years.

ADDITIONAL NOTES

Many more branches exist than those listed.

CORPORATE READOUT

API

Nature of Business: An Imperially-authorized cartel which holds a monopoly on (and the secrets to) the prodction of Andrium — that vital source of Matter/Antimatter reactions. Also distributes M/A fuel techniques and packages.

Market/Clientele: The Empire; All Ports, shipyards and anyone with a M/A drive.

HQ Location: Alpha Centauri V (Jarad) | **Gross Income**: 150 Trillion E./yr

Secondary Interests: Sponsors of many regional and Interprovincial sports events, as well as visual arts exhibits and products Empire-wide.

Covert Activities/Interests: Manipulation of energy-supply markets (including indistrial sabotage) to retain monopoly and control pricing.

DIVISIONS/BRANCHES

Division/branch Name/Emphasis	Location/Territory	Staff	Prod%
Administrative Headquarters	Sol IV (Mars)	1223	—
Central Refining Plant	Pluto/Core Worlds	16,250	32%
Imperial Refining Plant	Luna/Imperial Forces	8950	25%
Provincial Refining Plants/Headquarters	Most Inner Houses	varies	3-9%
Frontier Refining Plants/Headquarters	More Active F-Z's	varies	1-5%

PRODUCTS/SERVICES

Product/Service	Cost	Product/Service	Cost
Corporate Fuel Orders (bulk)	x 0.6	Ship power system design	varies
Provincial Fuel Orders (bulk)	x 0.5	"Breakaway" power nacelles	1000
Company/Group Fuel Orders (bulk)	x 0.8	Colony/Port system design	*
(No Imperially restricted Groups)		* (varies with size of project)	

BACKGROUND DATA

History: Originally a non-partisan group which guarded Andrium closely, API developed the 1st interstellar merchant service. Guaranteed retention of monopoly by the 1st Emperor, and became Andrium Producers of the Imperium.

Reputation/Manner: Confident and overbearing — it is well known that without API, interstellar travel would essentially come to a halt Plants are under very heavy security.

Allies/Affiliates: Protected/monitored by the Emperor; otherwise no real allies.

Enemies/Competitors: Many; none have yet succeeded in obtaining the secret.

Security Rating: 10 | **Comp Security Rating**: 10 | **Comp Languages**: CMT Scram, C3 iv

IMPORTANT PERSONS

Name	Postion/Title	Notes
D. I. Trevayne	Chief Executive	Admin lvl 25 and "Patron of the Arts".
Zylia Dazáni	Director of P.R.	Represents the Firm at social functions.
Elayne Sysla	Director of R & D	Searching for cheaper M/A sources.
Jak T. Lantra	Imperial "liason"	Has palatial estate on Mars.

ADDITIONAL NOTES

CORPORATE READOUT

De BARTON

Nature of Business: An Empire-spanning trade corporation specializing in the importation/exportation of rare and expensive "lux" merchandise; possesses some of the fastest "company ships" in the Empire.

Market/Clientele: Generally the Upper Class: Nobility, aristocrats and celebrities.

HQ Location: Beta Hydri II

Gross Income: 26 Trillion E./yr

Secondary Interests:Personal mail service; public relations and advertising (sponsors of several N-Space and H-Space racing events).

Covert Activities/Interests: Unauthorized survey and extraction (including Harbinger Artifacts-?); exploitation of Replicant V's; Documentation falsification.

DIVISIONS/BRANCHES

Division/branch Name/Emphasis	Location/Territory	Staff	Prod%
Administrative Headquarters	Beta Hydri II	260	—
Spinward Frontier	Jym-bob 77 VI	246	21%
AntiSpinward Frontier	Theran	228	19%
Kubischev-Lloyd Province	Urkusk	48	15%
Jade-London Province	Lamaraine	82	14%

PRODUCTS/SERVICES

Product/Service	Cost	Product/Service	Cost
Shipping/Handling Service	x 1.5-3	DeBarton boasts that, given the time (and	
Personal Mail Delivery	varies	money), they are capable of obtaining any	
(Low Sentient xeno-slave	100k E.)	item that their client desires	
(False Identity (disc, card, face)	500k E.)		

BACKGROUND DATA

History: Built single-handedly into a massive trade corporation by Velmir DeBarton, an eccentric Baron and distant cousin of the Imperial Family. Passed into the hands of his ward Olaf Kaine-DeBarton after his death in Imp 466.

Reputation/Manner: Under the impressive guise of 'class', DeBarton is a ruthless capitalist who buys the silence of all those who would expose him.

Allies/Affiliates: Many friends in high places (aristocrats, etc.)

Enemies/Competitors: The GCH and VegaPol have tried for years to pin charges on DeBarton.

Security Rating: 9 | **Comp Security Rating**: 10 | **Comp Languages**: Tablet, C3 iv, NAV 20

IMPORTANT PERSONS

Name	Postion/Title	Notes
Olaf DeBarton	Chairman/Owner	Rumored to deal in artifacts.
Zázne Virriséen	VP of Administration	Pompous Administrator (Lvl 18).
Hamilan Drazz	Antispinward Director	A violent opportunist, Admin lvl 15.
Jargas Farr	AntiSpin. Lead Shipper	Pilot lvl 20; ex-Saber Starmada.

ADDITIONAL NOTES

Other offices and illegal activities than these exist — a very busy firm.

CORPORATE READOUT

Nature of Business:		
Market/Clientele:		
HQ Location:	Gross Income:	
Secondary Interests:		
Covert Activities/Interests:		

DIVISIONS/BRANCHES

Division/branch Name/Emphasis	Location/Territory	Staff	Prod%

PRODUCTS/SERVICES

Product/Service	Cost	Product/Service	Cost

BACKGROUND DATA

History:		
Reputation/Manner:		
Allies/Affiliates:		
Enemies/Competitors:		
Security Rating:	Comp Security Rating:	Comp Languages:

IMPORTANT PERSONS

Name	Postion/Title	Notes

ADDITIONAL NOTES

15.0 STAR CHARTS

This expanded version of the star map on pages 68 and 69 includes some (but by no means all) stars in the "nearby" **Frontier Zone** regions. Those stars are listed below with their exact coordinates. On the lower half of the page is a travel distance matrix showing some common travel route distances. Other distances can be calculated using the Pythagorean theorem, taking a triangle of sides a, b and c (c being the hypotenuse), where $a^2 x b^2 = c^2$. The operation will have to be performed twice unless the starting point and destination fall along one of the three axes of each other.

OUTWARD AND ANTISPINWARD

Athys [21,165,41]
Enos [52,138,3]
Flerias [24,127,52]
Jodien [42.5,106.5,-5]
Sta'az [58,81,-97]
Gamma Arietis [71,59,113]
Epsilon Arietis [12.5,148,164]
Iota Arietis [71,59,113]
Tau Arietis [111,95,126]
Omega Arietis [88.5,25,93]
Beta Lupi [48,91.5,-211]
Delta Lupi.[38,87,-188]
Theta Lupi [5,135,-233]
33 Lupi [4,135,-233]
Pi Lupi [74.5,116,-203]
Pitarh [82,178,22]
Isbarb [14,141.5,124]
Egano [61,64,-206]
Willow [8,179,-145]
Heaven 7 [63,121.5,13]
Otessa Outstation [57,129,20]
Nihle Outstation [61.5,84,-56]

COREWARD AND ANTISPINWARD

Cera [-52,54,201]
Extra 2 [-114.5,45,205]
Hoen [-39,73,193]
Kailis [-80.5,50,-91]
Teria [-61,62,-111]
Alpha Delphini [-48,184.5,250]
Beta Delphini [Zeta Delphini [-15,179,175]
6606 Delphini [-105.5,62,188]
Dauphine Delphini [-18,163,251]
Beta Apus [-8.5,126.5,-40]
Mu Apus [-34.5,114,-66]
Omicron Apus [-58.5,79,—79]
Rho Apus [-31,86.5,-39]
Psi Apus [-112,70,-85]
Alpha Scuti [-65,178,153]
Beta Scuti [-108,112,89]
Gamma Scuti [-112,99,149]
Zeta Scuti [-15,179,97]
Promo Scuti [-26,119,131]
Angeli Outstation [-48,168,203]
De Villa Outstation [-45,69,-122]

COREWARD AND SPINWARD

Chee [-98.5,-7,-196]
Firma 4 [-42,-172,13]
Kwib [-59.5,-55.5,131]
Oran [-81.5,-10,2]
Ryt 7 [-110,-80,-150]
Alpha Circini [-103,-30,99]
Zeta Circini [-118.5,-192,112]
Theta Circini [-39,-121,14]
Kappa Circini [-47,-56,55]
Circa Circini [-199,-11.5,53]
Beta Cancri [-56,-83,-44]
Delta Cancri [-2,-116,-117]
Iota Cancri [-88.5,-33,-147]
67 Cancri [-101.5,-76,-67]
888 Lancri [-51,-177,-81]
Alpha Muscae [-62,-98,112]
Epsilon Muscae [-21.5,-128,-24]
Eta Muscae [-58.5,-181,37]
Mu Muscae [-74,-153,-28]
Rho Muscae [-117,-112,7]
Creastos Outstation [-32.5,-149,7]
Rhude Oustation [-96.5,-41.5,-187]
Gori Outstation [-92,-19,83]

OUTWARD AND SPINWARD

Grea [81,-12,150]
Irpul [73,-30,-121]
Matay [100,-38,0]
Quarae [108,-137,10]
Ronom [36,-190,-25]
Alpha Camelopadi [99,-130,161]
Beta Camelopadi [59.75,-43,100]
Kappa Camelopadi [118,71.5,76]
Pi Camelopadi [116.5,-143,65]
Camelopadi 2 [42,-194,112]
Alpha Doradus [105.5,-77,-111]
Gamma Doradus [3,-73,-122]
Zeta Doradus [107,-32,-44]
Iota doradus [54,-171.5,-21]
Doradus 8 [70,-186,-7]
Beta Sextanis [28.5,-64,10]
Delta Sextanis [18,-160,25]
Epsilon Sextanis [114.5,-15,7]
Lambda Sextanis [8.5,-155,-22]
Sextanis 6 [81.5,-187,-44]
Antimony Outstation [93,-120,152]
Darhks Outstation [98,-187,-77]
Weyes Outstation [104.5,-20,24]

		Sol	Tau Ceti	Omega Piscium	Ceril	Dev 7	Bellatrix	Iota Ceti	Epsilon Eridani	Xi Volantis	Ankaa	Beta Aquilae	Naos	Epsilon Pyxidis	Atr 112	Pi Leporis	61 Ursa Majoris	Pollux	Mu Pavonis	Alpha Volantis	Phecda	Lambda Pavonis	Alpha Centauri	BD 33	Mu Herculis	Zeta Bootis	Tau Arae	Xi Octavis	Phi lupetus	Theta Arae	Arcturus	Gama Ophiuchi	Sigma Draconis	Tau Eridani	Phi Cygni	Gamma Hydri	Fifi 3	Zeta Draconis	Iota Indi	Rho Draconis	Mu Lacerate	Beta Hydri
Beta Hydri	(4,-1,12)	13	19	41	78	38	45	55	49	52	45	82	29	37	44	80	35	36	39	52	53	64	6	54	28	47	36	68	92	50	33	36	9	31	37	25	63	43	37	28	62	
Mu Lacerate	(29,-45,47)	71	78	90	73	87	104	88	59	95	67	134	85	95	84	140	72	91	100	111	98	121	65	94	46	85	72	94	119	79	71	61	54	45	54	43	28	73	31	63		
Rho Draconis	(21,-13,-7)	26	28	29	94	41	50	74	72	59	35	76	29	55	69	84	61	60	51	71	79	85	31	42	37	47	45	51	81	60	50	39	33	34	20	44	73	25	50			
Iota Indi	(7,-25,40)	48	55	74	66	69	81	68	52	78	61	120	63	67	64	116	42	62	75	83	67	92	39	78	15	64	49	84	47	56	44	42	28	35	51	17	27	63				
Zeta Draconis	(24,-29,-21)	43	47	39	113	61	66	95	91	79	50	85	42	66	86	90	78	79	67	89	95	101	49	36	47	47	51	38	68	64	60	43	51	51	17	61	82					
Fifi 3	(3,-46,56)	73	81	84	77	96	108	90	54	104	84	143	87	89	84	138	60	86	101	108	84	114	65	96	42	80	65	97	118	67	60	56	54	94	69	41						
Gamma Hydri	(9,-9,35)	37	43	63	60	54	67	52	30	62	51	103	54	58	54	104	35	48	61	69	60	79	28	74	28	63	48	84	109	59	42	45	16	63	50							
Phi Cygni	(10,-29,-11)	33	40	43	106	61	63	89	80	78	54	91	35	54	73	86	63	69	61	81	80	91	37	32	31	34	35	36	65	47	43	26	39	47								
Tau Eridani	(32,-6,24)	40	41	52	61	36	63	53	47	51	26	90	53	68	70	107	57	59	63	75	79	90	37	74	41	71	61	83	112	75	58	55	29									
Sigma Draconis	(3,-6,20)	21	28	50	73	41	54	55	42	57	48	91	34	43	45	88	31	39	47	58	53	69	12	59	23	49	36	71	96	49	31	35										
Gama Ophiuchi	(-11,-33,+3)	35	46	60	104	65	71	90	72	87	70	106	42	47	61	86	47	63	63	78	65	84	34	35	18	20	15	45	66	24	21											
Arcturus	(-25,-17,11)	32	43	64	99	64	65	80	63	82	76	105	41	32	40	80	28	46	53	63	42	65	28	31	26	11	12	61	77	19												
Theta Arae	(-35,-31,3)	47	58	74	116	80	79	99	80	99	91	116	51	43	55	84	45	64	67	78	54	77	45	44	36	19	15	54	64													
Phi lupetus	(-29,-53,-57)	83	90	87	168	107	102	145	137	132	115	122	74	81	107	89	105	110	97	115	110	117	89	43	84	49	66	31														
Xi Octantis	(-5,-42,-41)	59	65	61	142	80	81	121	113	105	85	101	52	66	92	83	87	92	78	98	98	105	66	21	61	34	49															
Tau Arae	(-22,-23,+1)	33	43	60	106	65	65	87	72	85	76	102	37	34	49	78	40	54	55	68	53	69	31	38	27	18																
Zeta Bootis	(-23,-26,-17)	39	48	57	122	69	66	99	89	92	81	99	36	38	61	70	56	64	57	74	65	77	42	25	41																	
Mu Herculis	(-2,-28,18)	34	44	61	87	58	71	77	56	79	61	107	46	51	58	93	48	58	64	76	62	84	28	55																		
BD33	(-8,-22,-36)	43	48	45	131	64	61	194	102	89	75	84	33	47	75	64	74	73	57	78	82	85	51																			
Alpha Centauri	(-2,-1,10)	10	18	42	82	37	44	58	51	55	51	83	26	32	39	76	31	33	37	50	19	60																				
Lambda Pavonis	(-39,46,4)	61	57	75	109	71	50	69	81	70	96	83	60	39	30	54	54	32	38	20	37																					
Phecda	(-44,17,27)	55	58	83	95	76	67	69	61	81	95	109	61	38	14	79	25	32	53	45																						
Alpha Volantis	(-19,45,3)	50	43	60	97	46	33	62	72	51	78	68	49	37	33	55	52	22	23																							
Mu Pavonis	(-8,29,-10)	32	24	37	100	37	15	60	74	46	63	56	27	27	40	47	52	28																								
Pollux	(-16,28,17)	37	34	58	81	47	40	45	52	50	69	80	44	31	19	69	31																									
61 Ursa Majoris	(-24,2,32)	40	46	72	78	63	65	60	41	72	77	106	53	39	24	88																										
Pi Leporis	(-34,35,-49)	70	65	65	147	79	51	106	119	88	103	67	56	50	70																											
Atr 112	(-33,21,20)	45	46	71	91	64	54	60	57	68	84	95	51	29																												
Epsilon Pyxidis	(-27,10,-6)	30	32	51	106	55	41	74	74	69	76	81	28																													
Naos	(-2,3,-16)	16	16	84	104	36	32	73	77	58	55	66																														
Beta Aquilae	(30,53,-44)	76	64	48	128	55	42	87	116	55	72																															
Ankaa	(48,5,6)	49	44	41	77	26	56	59	68	42																																
Xi Volantis	(31,43,10)	55	44	48	74	27	38	34	66																																	
Epsilon Eridani	(6,8,60)	61	63	85	37	65	80	38																																		
Iota Ceti	(19,42,42)	63	57	73	47	49	60																																			
Bellatrix	(5,34,-16)	38	27	49	102	31																																				
Dev 7	(27,19,-1)	33	24	25	81																																					
Ceril	(35,20,80)	90	89	105																																						
Omega Piscium	(21,10,-24)	34	26																																							
Tau Ceti	(5,10,-3)	12																																								
Sol	(0,0,0)																																									

STAR SYMBOL NOTATION

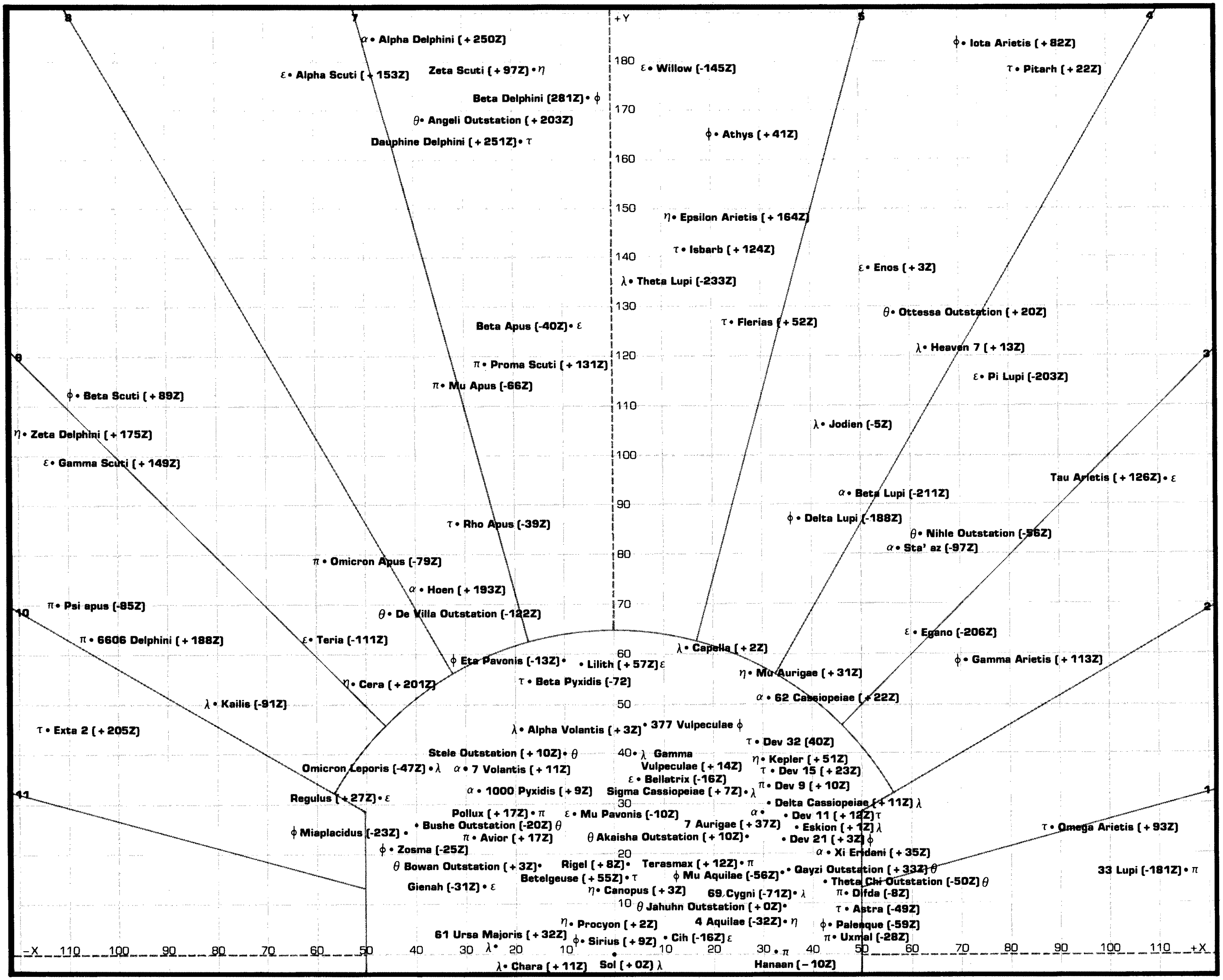
location z-coordinate

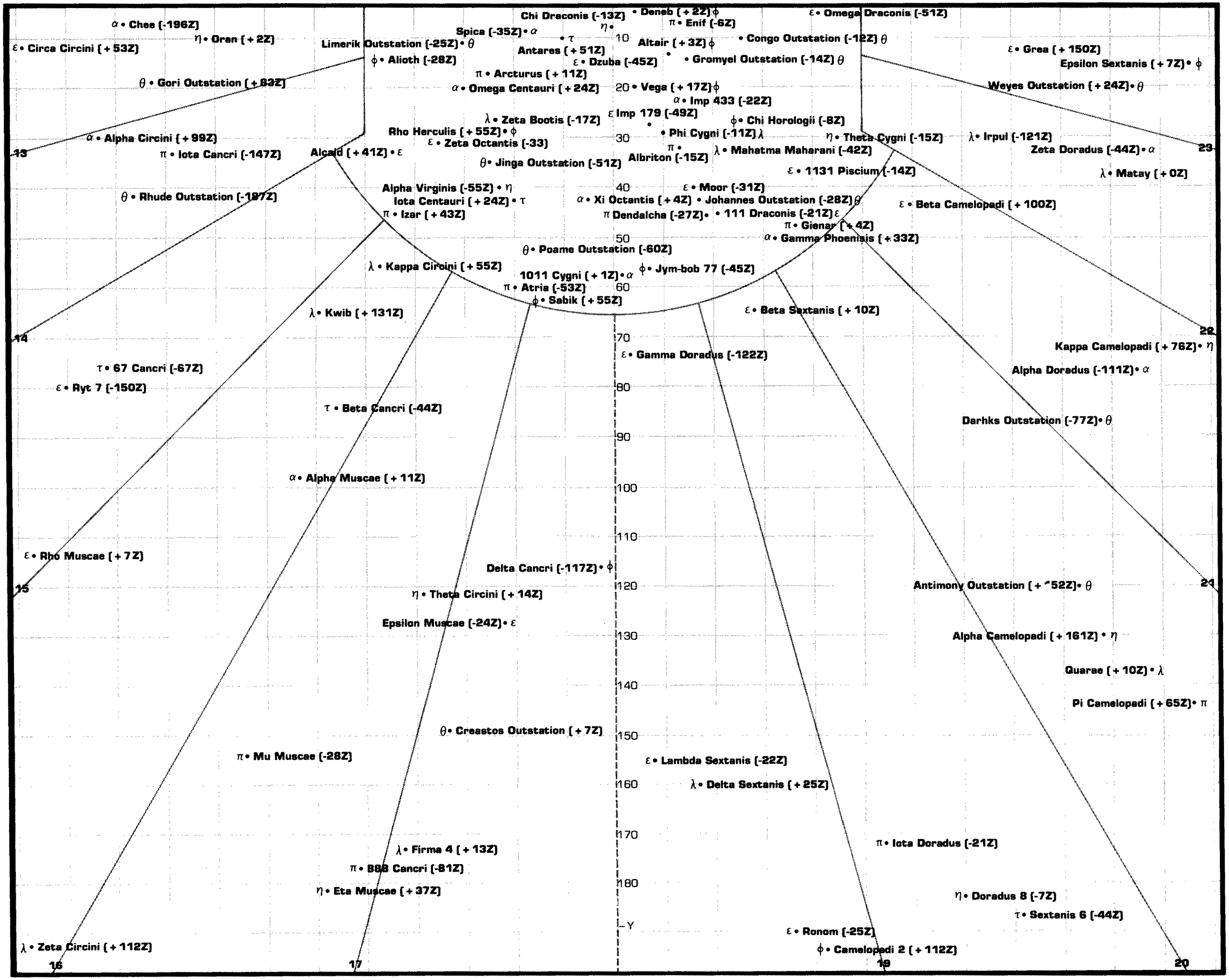
type code λ •Ceril(+80Z)

name

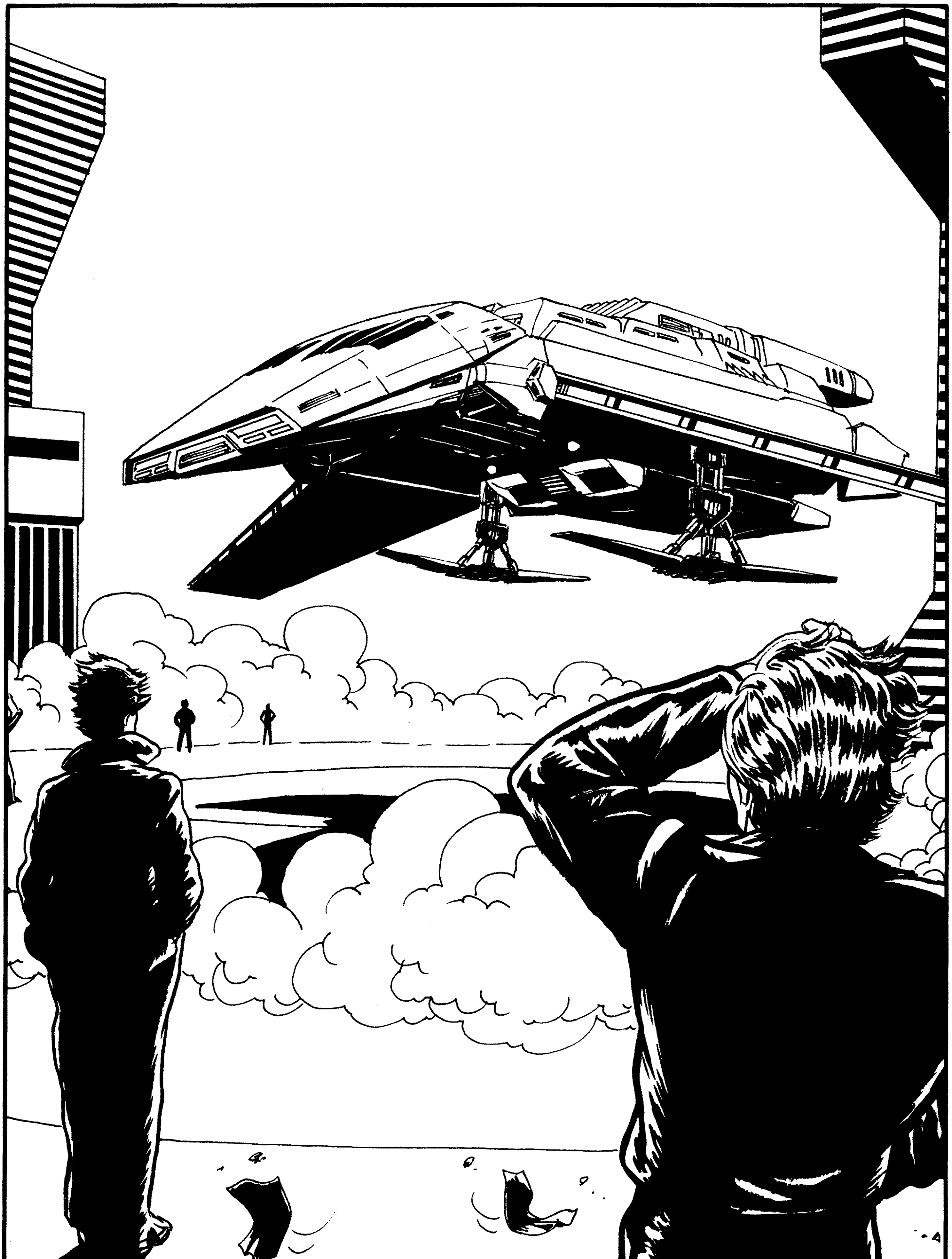
COLOR CODE

α Type 0 Star	λ Type G star
ε Type B Star	π Type K star
Φ Type A star	τ Type M star
η Type F star	ø Outstation


+Y
+X
-X
1
2
3
4
5
6
7
8
9
10
11
180
170
160
150
140
130
120
110
100
90
80
70
60
50
40
30
20
10
110
100
90
80
70
60
50
40
30
20
10
10
20
30
40
50
60
70
80
90
100
110
α • Alpha Delphini (+250Z)
ε • Alpha Scuti (+153Z)
Zeta Scuti (+97Z) • η
Beta Delphini (281Z) • ϕ
θ • Angeli Outstation (+203Z)
Dauphine Delphini (+251Z) • τ
ε • Willow (-145Z)
ϕ • Athys (+41Z)
ϕ • Iota Arietis (+82Z)
τ • Pitarh (+22Z)
η • Epsilon Arietis (+164Z)
τ • Isbarb (+124Z)
λ • Theta Lupi (-233Z)
ε • Enos (+3Z)
θ • Ottessa Outstation (+20Z)
τ • Flerias (+52Z)
Beta Apus (-40Z) • ε
λ • Heaven 7 (+13Z)
π • Proma Scuti (+131Z)
π • Mu Apus (-66Z)
ε • Pi Lupi (-203Z)
ϕ • Beta Scuti (+89Z)
η • Zeta Delphini (+175Z)
ε • Gamma Scuti (+149Z)
λ • Jodien (-5Z)
Tau Arietis (+126Z) • ε
α • Beta Lupi (-211Z)
ϕ • Delta Lupi (-188Z)
θ • Nihle Outstation (-56Z)
α • Sta' az (-97Z)
τ • Rho Apus (-39Z)
π • Omicron Apus (-79Z)
α • Hoen (+193Z)
π • Psi apus (-85Z)
θ • De Villa Outstation (-122Z)
π • 6606 Delphini (+188Z)
ε • Teria (-111Z)
ε • Egano (-206Z)
λ • Capella (+2Z)
ϕ • Eta Pavonis (-13Z) •
• Lilith (+57Z) ε
ϕ • Gamma Arietis (+113Z)
η • Mu Aurigae (+31Z)
τ • Beta Pyxidis (-72)
η • Cera (+201Z)
α • 62 Cassiopeiae (+22Z)
λ • Kailis (-91Z)
λ • Alpha Volantis (+3Z)
• 377 Vulpeculae ϕ
τ • Exta 2 (+205Z)
τ • Dev 32 (40Z)
Stele Outstation (+10Z) • θ
• λ Gamma Vulpeculae (+14Z)
η • Kepler (+51Z)
Omicron Leporis (-47Z) • λ
α • 7 Volantis (+11Z)
τ • Dev 15 (+23Z)
ε • Bellatrix (-16Z)
π • Dev 9 (+10Z)
α • 1000 Pyxidis (+9Z)
Sigma Cassiopeiae (+7Z) • λ
Regulus (+27Z) • ε
• Delta Cassiopeiae (+11Z) λ
Pollux (+17Z) • π
ε • Mu Pavonis (-10Z)
α •
• Dev 11 (+12Z) τ
• Bushe Outstation (-20Z) θ
7 Aurigae (+37Z)
• Eskion (+1Z) λ
ϕ Miaplacidus (-23Z) •
π • Avior (+17Z)
θ Akaisha Outstation (+10Z) •
• Dev 21 (+3Z) ϕ
τ • Omega Arietis (+93Z)
ϕ • Zosma (-25Z)
α • Xi Eridani (+35Z)
θ Bowan Outstation (+3Z) •
Rigel (+8Z) •
Terasmax (+12Z) • π
ϕ Mu Aquilae (-56Z) •
• Gayzi Outstation (+33Z) θ
33 Lupi (-181Z) • π
Betelgeuse (+55Z) • τ
• Theta Chi Outstation (-50Z) θ
Gienah (-31Z) • ε
η • Canopus (+3Z)
69 Cygni (-71Z) • λ
π • Difda (-8Z)
θ Jahuhn Outstation (+0Z) •
τ • Astra (-49Z)
η • Procyon (+2Z)
4 Aquilae (-32Z) • η
ϕ • Palenque (-59Z)
61 Ursa Majoris (+32Z) •
ϕ • Sirius (+9Z)
• Cih (-16Z) ε
π • Uxmal (-28Z)
λ •
• π
λ • Chara (+11Z)
Sol (+0Z) λ
Hanaan (-10Z)



α • Chee (-196Z)
η • Oran (+2Z)
ε • Circa Circini (+53Z)
θ • Gori Outstation (+83Z)
α • Alpha Circini (+99Z)
π • Iota Cancri (-147Z)
θ • Rhude Outstation (-187Z)
Limerik Outstation (-25Z) • θ
ϕ • Alioth (-28Z)
Spica (-35Z) • α
Chi Draconis (-13Z)
• Deneb (+2Z) ϕ
π • Enif (-6Z)
ε • Omega Draconis (-51Z)
Altair (+3Z) ϕ
• Congo Outstation (-12Z) θ
Antares (+51Z)
ε • Dzuba (-45Z)
• Gromyel Outstation (-14Z) θ
π • Arcturus (+11Z)
α • Omega Centauri (+24Z)
• Vega (+17Z) ϕ
α • Imp 433 (-22Z)
ε Imp 179 (-49Z)
λ • Zeta Bootis (-17Z)
ϕ • Chi Horologii (-8Z)
Rho Herculis (+55Z) • ϕ
ε • Zeta Octantis (-33)
• Phi Cygni (-11Z) λ
θ • Jinga Outstation (-51Z)
Albriton (-15Z)
λ • Mahatma Maharani (-42Z)
η • Theta Cygni (-15Z)
ε • Grea (+150Z)
Epsilon Sextanis (+7Z) • ϕ
Weyes Outstation (+24Z) • θ
λ • Irpul (-121Z)
Zeta Doradus (-44Z) • α
λ • Matay (+0Z)
Alcaid (+41Z) • ε
Alpha Virginis (-55Z) • η
Iota Centauri (+24Z) • τ
π • Izar (+43Z)
ε • 1131 Piscium (-14Z)
ε • Moor (-31Z)
α • Xi Octantis (+4Z)
• Johannes Outstation (-28Z) θ
π Dendalcha (-27Z) •
• 111 Draconis (-21Z) ε
π • Gienar (+4Z)
α • Gamma Phoenisis (+33Z)
ε • Beta Camelopadi (+100Z)
θ • Poame Outstation (-60Z)
λ • Kappa Circini (+55Z)
1011 Cygni (+1Z) • α
ϕ • Jym-bob 77 (-45Z)
π • Atria (-53Z)
ϕ • Sabik (+55Z)
λ • Kwib (+131Z)
ε • Beta Sextanis (+10Z)
ε • Gamma Doradus (-122Z)
Kappa Camelopadi (+76Z) • η
Alpha Doradus (-111Z) • α
τ • 67 Cancri (-67Z)
ε • Ryt 7 (-150Z)
τ • Beta Cancri (-44Z)
Darhks Outstation (-77Z) • θ
α • Alpha Muscae (+11Z)
ε • Rho Muscae (+7Z)
Delta Cancri (-117Z) • ϕ
η • Theta Circini (+14Z)
Antimony Outstation (+^52Z) • θ
Epsilon Muscae (-24Z) • ε
Alpha Camelopadi (+161Z) • η
Quarae (+10Z) • λ
Pi Camelopadi (+65Z) • π
θ • Creastos Outstation (+7Z)
π • Mu Muscae (-28Z)
ε • Lambda Sextanis (-22Z)
λ • Delta Sextanis (+25Z)
π • Iota Doradus (-21Z)
λ • Firma 4 (+13Z)
π • 888 Cancri (-81Z)
η • Eta Muscae (+37Z)
η • Doradus 8 (-7Z)
τ • Sextanis 6 (-44Z)
ε • Ronom (-25Z)
ϕ • Camelopadi 2 (+112Z)
λ • Zeta Circini (+112Z)
10
20
30
40
50
60
70
80
90
100
110
120
130
140
150
160
170
180
-Y
13
14
15
16
17
19
20
21
22
23



PART III: ADVENTURE

Following is a brief adventure designed for beginning ***Space Master*** Characters. It introduces the players to the intrigue of the Terran Empire, as well as to a little interstellar space flight, some skulking about, and perhaps even some combat.

16.0 INTRODUCTION

The backdrop for this adventure is the conflict between two of the Empire's Inner Provinces. To be specific, the Royal Family of Jade-London is about to economically devastate the Colosian province, primarily for personal economic gain and as a favor to one of their Minor Clan supporters.

16.1 THE COLOSIAN SCHEME

The Colosians, being underhanded and cruel, are in the process of purging the Minor Clan of Nitio-Jairus, of the Rho Perclarae system, so that the resource installations there may be subsequently claimed (it is hoped) in the name of Lord Kibakee Colos I. The Thain ("ruler") of Nitio-Jairus has become aware of his impending doom and has approached his friends at the Jade-London court for assistance. Ever seeking an excuse to foil Colosian plans, Jade-London intelligence teams have immediately begun forming plans to defeat the Colosian coup.

Both Nitio-Jairus and Jade-London are aware that the Colosians will be implementing their heinous scheme via Tachyon Beam Dictor transmissions to one of their MERLOGH agents (Their plot must involve a fair amount of economic manipulation.) in concert with some sly and covert activities directly affecting Nitio-Jairus. To foil the Colosians, Jade-London has planned subtle parrying maneuvers to utterly embarrass Lord Colos, exposing his criminal activities for all to observe. The Jade-London plan is grandiose in its logistic immensity, but it involves the active participation of relatively few men, none of whom are Jade-London citizens or soldiery. The plan requires several synchronized operations involving sabotage.

The successful execution of the Jadist plan will invariably lead to a weakened Colosian performance in MERLOGH circles, so the Jadists have planned a secondary (but infinitely more satisfying) aspect to their operation. After the Colosian design has been exposed, the value of their Monit should plummet. In anticipation of this event, the Jadists have set-up innumerable third-party brokers to buy up Colosian Monits when their value bottoms out. In turn, Jade-London then plans to absolve the Colosians of the Nitio-Jairus takeover bid by setting-up yet another Family (a Minor Clan would suffice) to be the patsy for the whole sordid scheme. This could be pulled off because the Colosians will be vehemently denying their embroilment in the whole affair, after its failure. Ergo, the Colosian Monit will rise to its former level and the Jadists will turn a handsome profit as they sell-off their now inflated Colosian Monit reserves. (They are so sneaky.)

16.2 A COUNTERPLOT

This particular sample adventure covers one aspect of the initial Jadist plan to prevent the Colosian bid to usurp Nitio-Jairus. As mentioned previously, Jade-London is aware that Colos' operation will begin with Tachyon Beam Dictor (TBD) transmissions to the MERLOGH organization. The sheer distances intrinsic to such communiques preclude the possibility of direct transmission, so relay bases must be employed. Therefore, the first part of the Jadist plan involves the infiltration of the initial line of TBD relay bases likely to receive the transmissions. (Colos is one of the few provinces which insists on operating its own TBD net in defiance of the Dia Khovaria.) If this segment of the Jadist plot can be pulled off, the Colosian transmissions could be 're-routed', and falsified MERLOGH confirmations and reports could be sent back to the Colosian court. Confident that their preliminary takeover moves had succeeded, Lord Colos would invoke the execution of the rest of his plan for Nitio-Jairus. At this point, supplementary Jadist maneuvers could expose the Colosians, red-faced, in the act of purging a Minor Clan in a terribly illegal fashion.

Fortunately for Jade-London, each of the four likely initial TBD relay bases are staffed by Colosians, so personal liquidations will not directly affect or infuriate the Imperium or innocent bystanding territories. Plans call for the supplanting of the resident technicians, at the various candidate relay bases, with stand-ins capable of operating the base equipment and manipulating the TBD transmissions. Failing that, the receiving, interpretive, and transmissive efficacy of the given base should be sabotaged so that the Colosians would require an alternative route for their transmissions (hopefully to an infiltrated base). Failing that, and as an absolutely last resort, the base in question would have to be demolished.

Not wanting to use their own troops in the operation, the Jadists have approached other families seeking revenge upon the Colosians (they are not a popular group), offering exorbitant monetary benefits to execute various portions of the master plan. For the purposes of this scenario, the Provincial Family acting as the Jadist's middle-man functionary is the Major Family of Devon. Devon is an ideal functionary from the Jadist point of view because the Devon/Colos rivalry has been long and bloody, so the Devonians would stop at nothing to gain an upper hand in their feud.

Wishing to maintain his superficial appearance as an upstanding citizen of the Empire's power structure, Lord Yama Pythagor III Devon has chosen to wash his hands of his involvement in the Jade-London conspiracy by delegating the execution of the sub-plots to the Free Traders (read "Smugglers") of Hyperion. Hyperion is presently an independent world which happens to fall within the operating jurisdiction of Devon Province. Being free of an occupational administrative garrison, Hyperion has become one of the gravitating points for the flotsam and jetsam of the Empire's society. Hyperion is also the home for several of the Empire's more prolific privateersmen. Its proximity to the Devonian Homeworld of Karoline is more of a boon than a threat to the Devonian court because of the influx of high security information which smugglers and crimelords intrinsically bring with them. Lord Yama Pythagor III Devon has charged two of his Hyperion contacts with arranging and performing three of the assigned relay base infiltrations to coincide with the Jadist's timetable.

17.0 CHARACTERS

Following is a list of the key personalities in the adventure, including some example player-characters, and the non-player-characters.

17.1 THE PLAYERS

This scenario is well-suited for the leading edge of adventuring characters: Armsmen, Pilots, Explorers, and Techs. However, the GM should not feel intimidated by players who want to start with a character of a different profession. Below are listed the various character classes along with some sample background and motivation options, so that any class may find a purpose within the context of this sample adventure.

The characters begin this scenario on Hyperion, either contacted by the privateersmen organizing the operation, or as Devonian agents along for a secondary purpose. The GM may also wish to allow characters who have ulterior motives with respect to the mission. Spies, enemy agents, or even an alien being could be thrown into the character mix.

Armsman: i) A pure mercenary, selling his services to the highest bidder. ii) A fugitive from the Devonian Forces requiring Monits to pay off smugglers who would get him out of Devonian space. iii) An escapee from Spherinx seeking a new life so that one day he may return and raze the Temples of the priests to the ground.

Pilot: i) Born on Hyperion, the son of a successful privateersman out on his first mission. ii) An amazon from the Minor Clan of Baburnica, acting as a back-up on the Tach 20c. iii) An agent planted by the Devon court to insure that the Jadist plans are carried out as ordered.

Explorer: i) In a galaxy of structures and rules, this character is a true independent with the entrepreneurial spirit. ii) A new privateering recruit who has shown a lot of promise. iii) An Minor Clan scout, between assignments, looking for some extra cash.

Systems Technician: i) A mechanic with a independent trader looking for a more challenging assignment. ii) An ex-convict just released from a Devonian detention center, unable to claim his old job.

Electrical Technician: i) A specialist seeking practical experience in his area of study. ii) A member of a technical working pool often utilized on Hyperion by the privateersmen.

Arms Technician: i) Sent by the organizers to coordinate any demolition or sabotage operations required on the mission. ii) A character who received specialist training in the armed forces ranks and left them after an uneventful short tour of duty.

Criminologist: i) Hired by the privateersmen in the likely event that security systems at the relay base will have to be defeated. ii) A character sought by the Devonian security forces for his involvement in a rash of wily and clever crimes on the Devonian Homeworld.

Medic: i) A Hyperion native employed by the privateersmen to join high risk missions in order to save as many of their valued employees as possible in the likely event of debilitating injuries. ii) One of the amazons sent in the Tach 20c to care for the crewmembers.

Planetologist: i) Hired to accompany the mission so that any unforeseen COL 72 Prime II atmospheric effects may be interpreted and compensated for when the team arrives at the moon. ii) A Devonian agent sent with the others to the moon to obtain a geological analysis.

Researcher: A scientist escaping persecution because of his radical ideas takes on piece work with the privateers to make a living until he can publish his ideas.

Physician: A cyborg specialist hired by the Jadists to insure that their TBD specialist android is in perfect condition to take over the duties of the technicians which the players are to 'remove' at the Colosian base.

Engineer: i) A prospective privateer who wishes to garner any secret Colosian technology which might be present at the base.

17.2 THE NPCs

The non-player characters are those personalities who will be involved within the context of the scenario but will not have players controlling their actions. Therefore, it is up to the referee of the game to communicate for them and tell the players what the non-player characters are doing. In most cases, NPCs will be the tools of the GM. Through the NPCs the

GM will be able to manipulate the player's actions, either giving them information, or confronting them with problems.

Below are described several NPCs with whom the players may interact within the context of this adventure. Before beginning play, the GM is encouraged to develop as many extra non-player characters as he thinks he can handle during a game session. An easy way to develop the personalities of these NPCs (and keep track of them because there might be several) is to pretend that they are the future manifestations of personal acquaintances, characters out of novels, or historical figures that one is familiar with. When a particular NPC gets into a situation where the GM must adjudicate a direction of action, a mere extrapolation of the given personality is necessary. Treating one's NPCs as if they were alive and real is the best method for portraying a sincere characterization.

Organization of the NPC Listing: The NPCs of this sample adventure are grouped into three categories for each major activity location in the scenario. The categories are Allies, Neutrals, and Foes.

Allies are the NPCs who are favorably disposed towards the well-being of the player characters, as far as this particular adventure is concerned. Neutrals are people (or creatures) who the characters will inevitably interact with on a peaceful basis, although their cooperation in any endeavor will have to be purchased in some way or another. Foes supply the conflict (not necessarily violent) that makes a player's life so interesting to portray. Never forget that even NPCs are entitled to a little decent respect once in a while and should not always be treated as cannon fodder.

Allies

Emerich Rach: Emerich is one of the Hyperion "free traders" who were approached by the Devonian court to execute the Jadist plans. He is one of five main privateering kingpins on this independent world. Like all other successful businessmen of Hyperion, Emerich sells manpower services to the Devonian court for dirty jobs in which the Devonians would rather not be directly implicated. Emerich is shrewd, but not as much of a cut-throat as other crime-lords on Hyperion tend to be. He is a Terran human without family or inheritance, having managed to assemble his vast private operating army in only fifteen years of operations. He also won most of his extensive military hardware reserves through gambling set-ups on other independent worlds. Because of this, there are quite a few gutter rats of the underworld who would prefer to see Emerich in vacuum.

His operatives are carefully chosen by his first officer of operations, Jewel Coz, who uses her telepathic powers to determine the sincerity of allegiance pledging privateers. Those admitted into Emerich's ranks tend to look up to him as a father figure. He is stern, fair, and has given the more promising drop-outs of Devonian society a place to call home.

Since many of Emerich's activities are covertly sanctioned by the Devonian court of nobles, his ships, although often boarded, are usually granted free passage by Devonian security forces. Emerich never, well... only occasionally, abuses the quasi-trust that has been granted to him by the court out of the necessity to have non-Devonian forces at their disposal. Emerich likes the position that he holds because he receives exorbitant fees for his performance of covert operations. He would never like to find himself in a situation were he could get cut off from the Devonian slush fund. For this reason, Emerich gladly accepted the assignment to send a team to COL 72 Prime II to sabotage the TBD relay base there.

The majority, if not all, of the player characters will be offered a position on the sabotage team by Emerich. He will supply them with the specialized equipment they will require (and he will want it back) and he has arranged for transportation to COL 72 Prime II and back. He has a total of 30,000 monits with which to pay the players for the successful completion of the operation (and he might not want to offer all of it).

The GM may wish to alter this total, and he should feel free to do so.

Emerich has arranged for the players to be transported by amazons of the Minor Clan of Baburnica, described below.

As a parting note, Emerich will not tolerate poor performances. If the players resort to the outright demolition of the installation, he has ordered the amazons to strand the saboteurs on the planetoid (the players will be unaware of this possibility). There they will die as their respiratory aids run down on the otherwise deserted moon.

Tamora Makusik: Tamora is an Electrical Tech with the specialty field of TBD receptions, interpretations, and transmissions. She will accompany the team. If they are successful in removing the resident technicians at the base, she can take control of the equipment and manipulate the Colosian transmissions should they be relayed through COL 72 Prime II.

Tamora also happens to be an android supplied by the Jade-London intelligence corps. Although her special condition will not be readily apparent to the players, certain personality quirks might tip them off. For example, Tamora will radiate a cold and brittle personality. She will be single-minded in her sense of purpose, and she will disregard her comrade's cries for help if they are expendable.

Neutrals

Safra Smelngay: Safra is the amazon pilot of the Tach 20c hired by Emerich for the mission. Although there are many factions of amazons within the Minor Clan of Baburnica, Safra happens to belong to an extremist orthodox bloc. To her, male humans are the epitome of everything evil or malicious in the universe. She can tolerate their presence when her job calls for it, but she will not converse with them except on the most cursory of levels. If the player group is predominantly male, or worse still, has a 'soft' female constituent, Safra will grope for any excuse to strand the lot of them on COL 72 Prime II.

Jesien Xaviour Bekess: The amazon Tach 20c systems technologist. She is exceedingly vain and narcissistic. Although she is competent at what she does, she is not above letting personal quarrels get in the way of her assigned tasks.

MIKE 140 Chi: The relay station's resident mech interface bot. MIKE is listed in the neutrals section because his programming does not allow him to differentiate between allies and enemies. In ignorant electronic bliss, MIKE follows the commands of whoever happens to be programming him at the time. MIKE cannot presently commit offensive actions.

Foes

"Faber": A Colosian secret agent residing on Hyperion. He has been alerted that a counterplot to the Nitio-Jairus takeover is in the works. The GM may therefore introduce a blocking action against the characters even before they leave Hyperion. Although Faber has access to limited resources, he may be able to foil some of the players' plans, or report back to his superiors if he gains access to secret information. The amount of damage that Faber can inflict should be proportional to the amount of time that the players waste in implementing their plans.

Cilest Vaae: One of the relay station technicians. He is abnormally dedicated to the Colosian cause. It is too bad that he will not be missed, as the players' plans call for his personal liquidation.

Slaig Shlagal: The second tech on COL 72 Prime II. He is a slippery character who would readily barter away his allegiance to the Colosians in order to save his own life (and he would just as likely send an alert the Colos TBD control center while he is negotiating).

KURT 40 Xi: KURT is an old combat unit that the Techs keep around for kicks because they like to tinker with him in their spare time. Unfortunately for KURT, Cilest and Slaig are relatively unskilled at Robotics, so the GM should increase the probability of KURT malfunctioning at any given time. Heaven forbid that poor KURT should actually get into a fight.

18.0
THE SETTINGS

18.1
HYPERION

PLANET: Hyperion IX
CIRCUMFERENCE: 1.05 x 10^5 km
NATURAL SATELLITES: 1
MEAN ORBIT: 6.97 x 10^4 LS
DAY: 23.4 hours
PRODUCTION EMPHASIS:
-Self sustaining agriculture
-No exports
PROVINCE: Devon
STATUS: Independent world
POPULATION: Hyperians: unknown
Spheranxe : >1,000 M
PRODUCTIVITY%: 0% of Devon Prov.

ENVIRONMENT

Hyperion IX (often called Hyperion) is an ocean world with two major continental land masses and a myriad of sub-continental island archipelago. The atmospheric components fall within the tolerance levels of most hominoid races, and the climate is temperate and moderated. The indigenous life forms are marine in nature, but are incompatible with Terran physiologies. That is, the natural life forms may not be consumed by any Terran stock, and most hominids in general. The land plantlife has been introduced through the colonization process, but few species are compatible with the chemical make-up of the eco-sphere. Gravity is weak but not totally alien to Terrans.

HISTORY

Hyperion was settled during the infancy of translight exploration. In PreImp 1174 the first colony ships owned and operated by a now long-forgotten religious cult began arriving to settle this newly discovered world. The Spheranxe were escaping religious persecution, and subsequently became secretive and xenophobic. During the Integration period, the Spheranxe were able to maintain their independence through tenuous bribes and threatened assassinations. Since that time the Spheranxe leaders have instituted a sinister plot to avoid outside control. By decree, all new Spheranxe citizens are cybernized with a neural stimulation devise implanted at the base of the spine. Ultimately, manipulation of the device is quite capable of killing the subject. With such control, the Spheranxe leaders now threaten to commit mass genocide if an outside governing body should ever move to administer the Spheranxe territory. The Devonians, unable to justify the possible loss of life with the headache of controlling such a hard-line group, have never bothered to usurp the Spheranxe leaders.

The Spheranxe only hold sway over one land mass, and calling their government totalitarian would be an understatement. All travel (never off-world), production, consumption, recreation, and procreation are controlled by massive computer centers located in the major settlements. These facilities are administered by the old line of cult priests who lead exemplary, ascetic lifestyles. They also run the country's policing forces. Citizens are often found trying to escape across the seas to "free" lands, but precious few make it. Those that have managed to escape Spherinx have adopted pastoral lifestyles, content with the knowledge that they may now live out their lives in freedom. A few of the refugee settlements have sprouted up into sizable towns, but the technology level is invariably low as the inhabitants continue to shun the ways of outsiders.

Hyperion is still an independent world to this day, and thus has attracted a sizable criminal off-world population (who know better than to interfere with the Spheranxe). Surprisingly, the Devonians are overjoyed with this, because the Hyperians are an excellent source of classified interprovincial information. The Devonians have also discovered that the Hyperians will do anything for the right price, and are disposed towards secrecy when interprovincial missions are involved.

OPERATIONS

The independent lands of Hyperion are generally recognized as being controlled by five powerful organized crime rings (they tend to front as free traders). The privateers (as they like to be called) are rarely in conflict with one another, and even cooperate in joint ventures. They all have vast intelligence networks and caches of military equipment, but often buy the services of other powers to move them from planet to planet. Needless to say, these crimelords deal mostly in information, although the traditional realms of illicit drugs, prostitution, racketeering, and slavery are not below them.

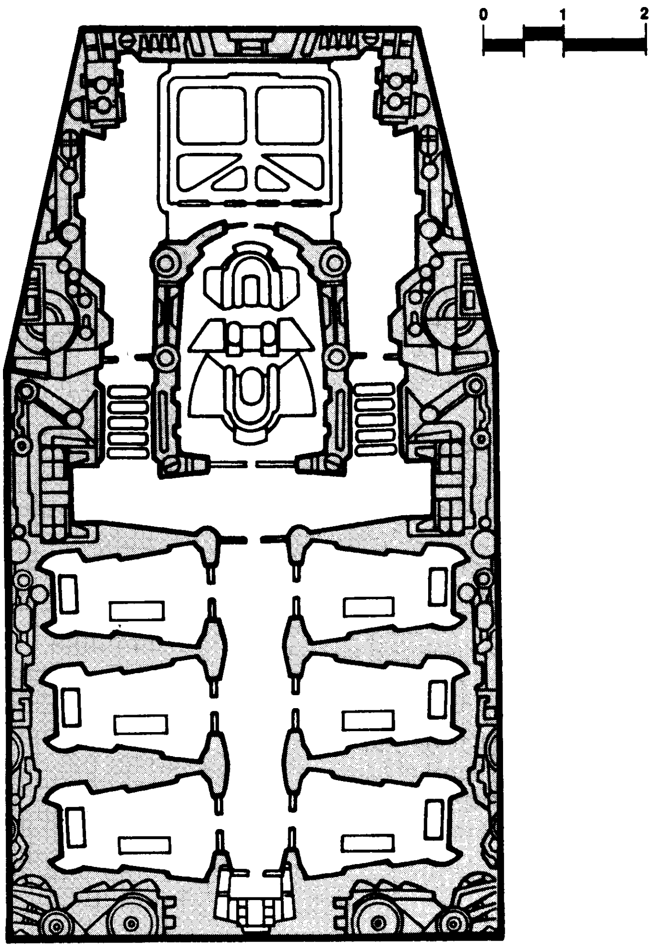
The criminals and mercenaries which constitute the Hyperian population have adopted the refugee Spheranxe lifestyles, living in relatively quiet communities until a challenging assignment comes along. It has been agreed that each of the Privateers has access to the manpower resources of a given number of these isolated communities. Local rosters are kept of the talent available at any given time.

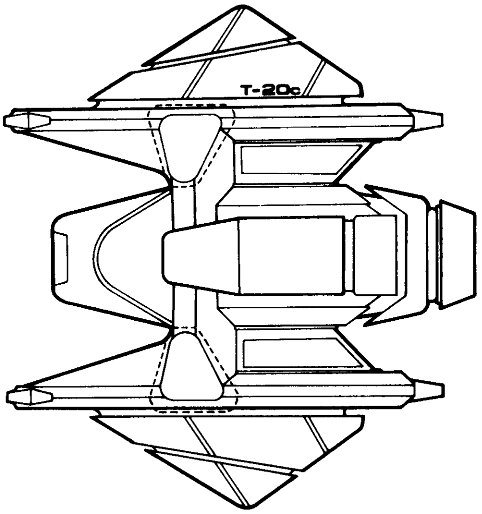
18.2
THE HYPERSHUTTLE

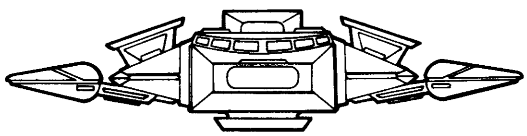
TACH 20c (ROSETTA COLLOSSI)
PRODUCER: Arc Gotha
ORIGIN/OWNER: Minor Clan Baburnica
CLASS: Hypershuttle
TONNAGE/HITS: 300
COMP. SIZE: 20
ARMOR TYPE: 22 (-140 total DB; -90 EW, -50)
CREW: Astro:1 Tech:1
PASSENGER CAPACITY: 6
MAX SUBLIGHT ACCELERATION: Rating 4 = 40 km/second^2
TRANSLIGHT DISPLACEMENT: Rating 12 = 11 LY/day
OPERATING RANGE: About 50 LY
GUNS: Unarmed

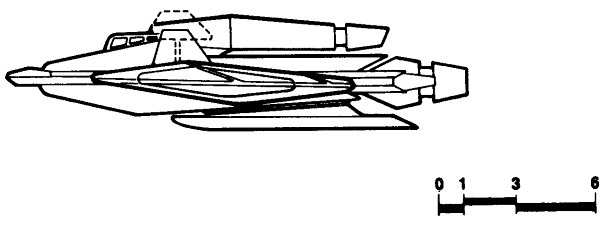
The Tach 20c is a special stealth version of comparable hypershuttles. This particular one is owned by the amazons of the Minor Clan of Baburnica, whose Homeworld is Alexie Prime. The amazons frequently hire out the services of this shuttle and others like it to people like Emerich who have need of secret and swift interstellar travel. In fact, the Minor Clan of Baburnica makes a great deal of Elmonits by offering these types of services, and so they constitute a fair portion of the Clan's gross revenues.

It will require a little more than 50 hours to reach the Colosian relay base once the shuttle hypershunts, as the distance between Hyperion and COL 72 is but 22 LY. Once the hypershuttle arrives at the moon, the amazohs will set down at an appropriate landing sight, confident in the knowledge that their tremendous electronic warfare capability will prevent the ship from being detected by the Colosian base. The amazons will then wait with the shuttle for the return of the players (if they did not blow up the place) and make good their escape from Prime II, leaving behind Tamora to operate the station (or decompose in a smoldering heap).









18.3 COL 72 PRIME II

MOON: COL 72 Prime II
CIRCUMFERENCE: 4.76×10^3 km
NATURAL SATELLITES: 0
MEAN ORBIT: 2.10 LS from COL 72 Prime
DAY: —
YEAR: —
PROVINCE: Colos
STATUS: TBD station / Uninhabited
POPULATION: 0 / Technical staff
PRODUCTIVITY %: 0%
PRODUCTION EMPHASIS: —

ENVIRONMENT

The moon of COL 72 Prime II is basically a dead planetoid. However, it does have a thin atmosphere which would allow non-environmentally protected personnel to be exposed to the elements for up to 5 hours before suffering detrimental effects from the low pressure. The atmosphere is not breathable for hominids, so respiration devices are an absolute necessity during direct exposure. The surface of this moon also is bombarded by a fair amount of ultraviolet (and other forms of) radiation. It is recommended that some form of radiation shielding be used by exposed personnel for protection from electromagnetic surges which accompany the primary's frequent solar flares. The most interesting fact about this moon is that its rotation causes its relative facing, as perceived from outside of the COL 72 system, to never change. This makes it an ideal TBD station because the location of any point on its surface is more easily predicted by TBD alignment computers.

HISTORY

COL 72 Prime II has long been used by the Colosians as a Tachyon Beam Dictor relay station. It is the perfect natural platform and the COL 72 system lies between the Colosian Homeworld and the heart of the Imperium. The Colosians have maintained many bases on the planetoid over time, and the present operating base is one of the most sophisticated available to the Colosians.

OPERATIONS

Presently, there is one operational Tachyon Dictor base on Prime II. It is staffed by two technicians and a mech interface bot. This base frequently receives priority messages of economic importance, as it relays directly to the Colosian Homeworld and other stations in a long series of relays which pick their way through the Imperium. This base rarely deals in interprovincial communiques.

The technical crew is replaced and resupplied once every three months (or so). The Lander Field on the perimeter of the base is capable of handling craft up to 1000 tons, but the shuttles that handle the technical crews rarely mass-in at over 100 tons. There is a small 5-man shuttle bus which moves personnel between the . Lander field and the base station proper.

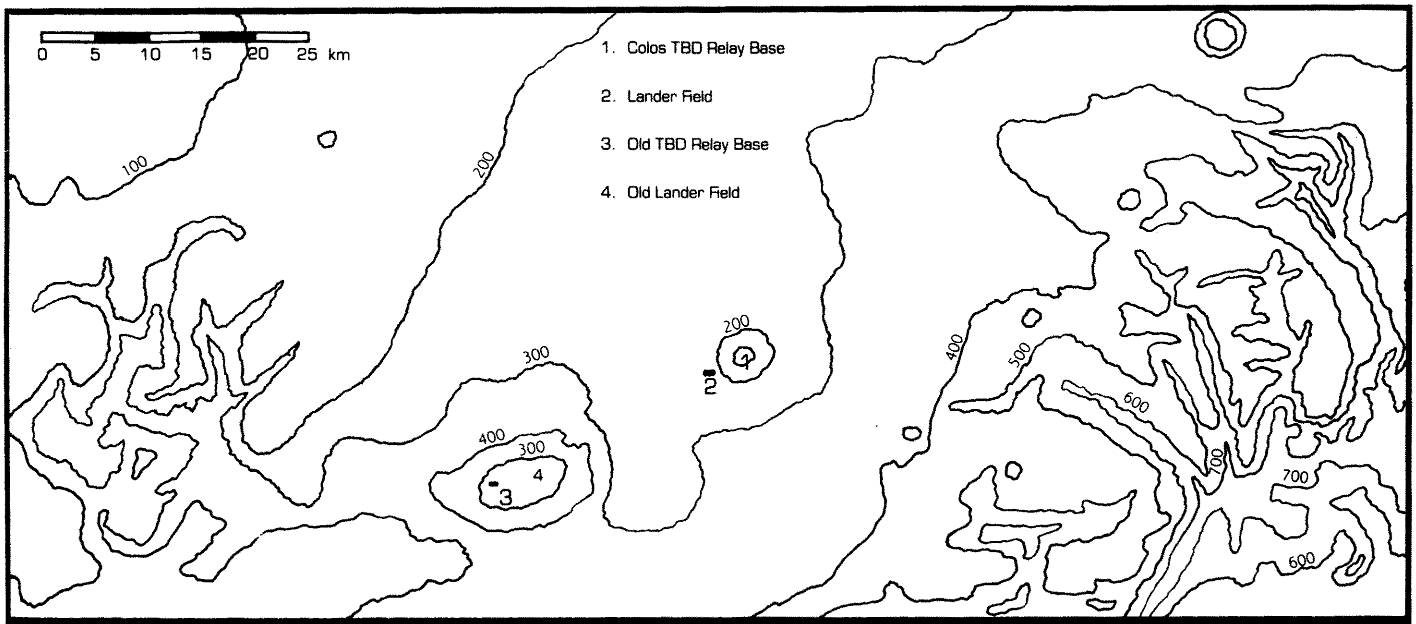
18.4 COL 72 TBD RELAY BASE

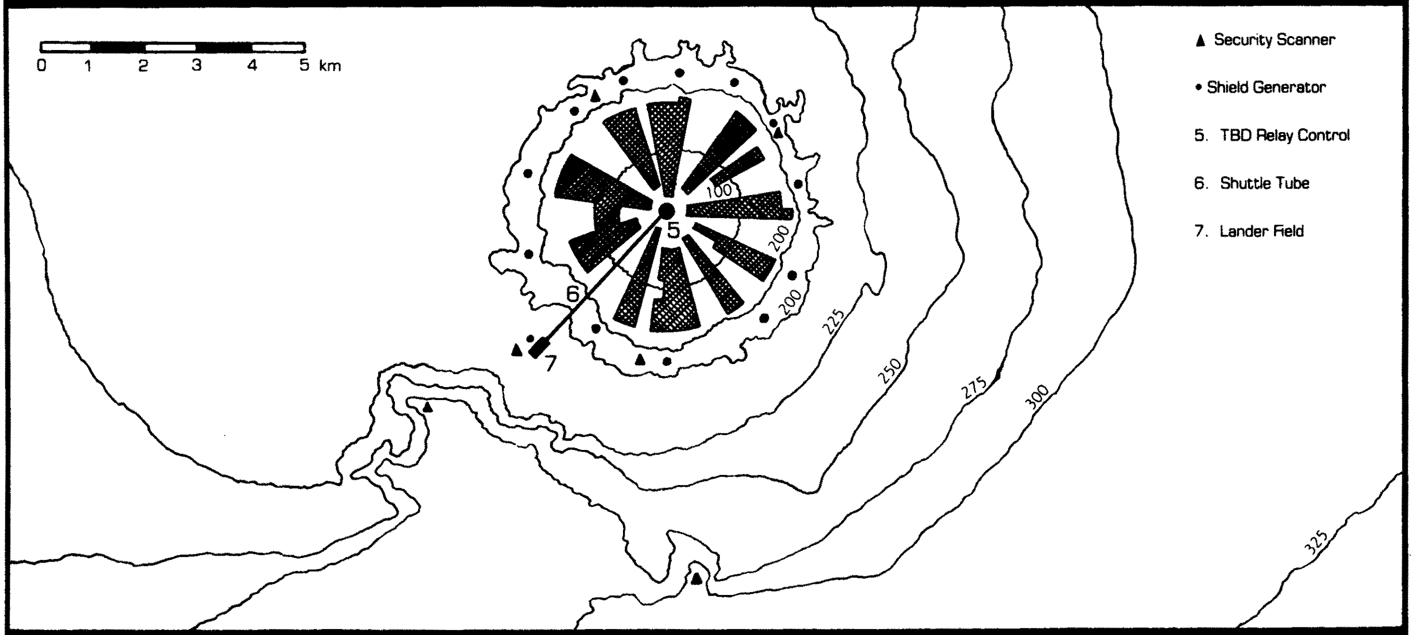
The installation itself consists of a Lander field, the control base and a vast array of TBD receptor and transmission panels. Due to the very nature of TBD transmission technology, the TBD panel array must be built in a dish configuration with the area of the dish determining the effective range of the transmissive capability. The COL 72 relay base has been constructed in an impact crater of approximately five km diameter. This area allows utilization of Tachyon Beam Dictors out to their present maximum effective range, about 50 light years.

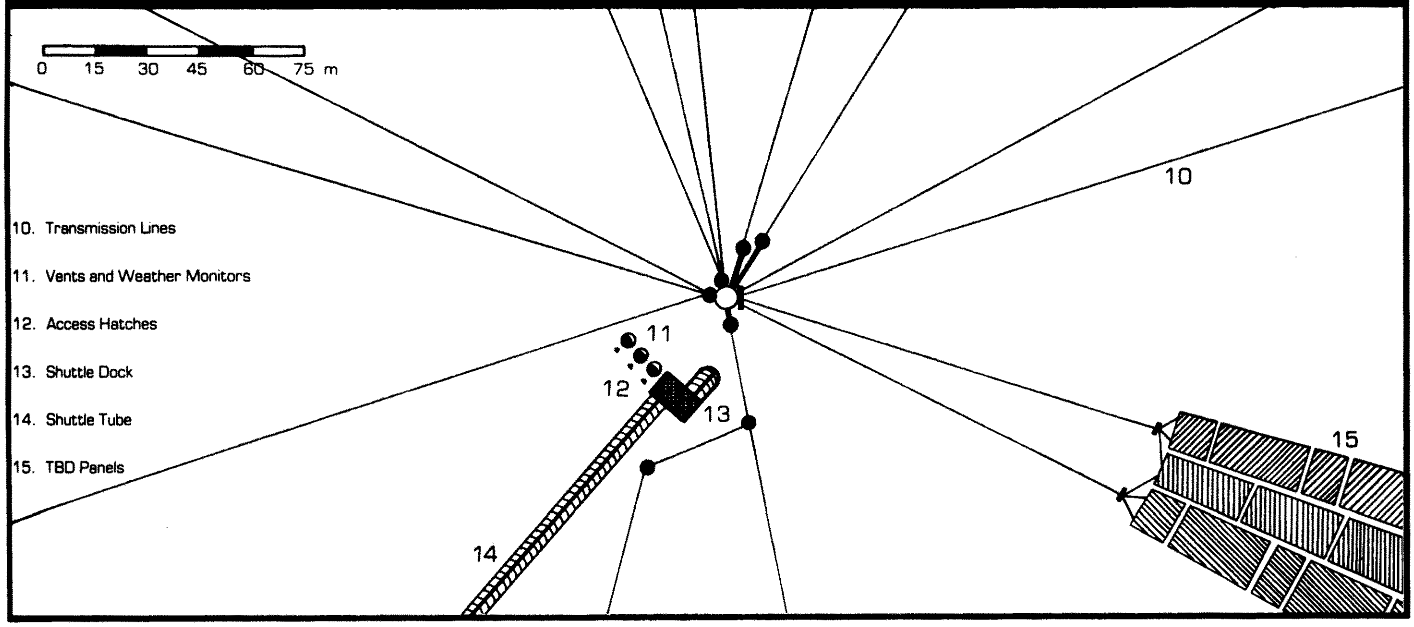
NPC SUMMARY SHEET

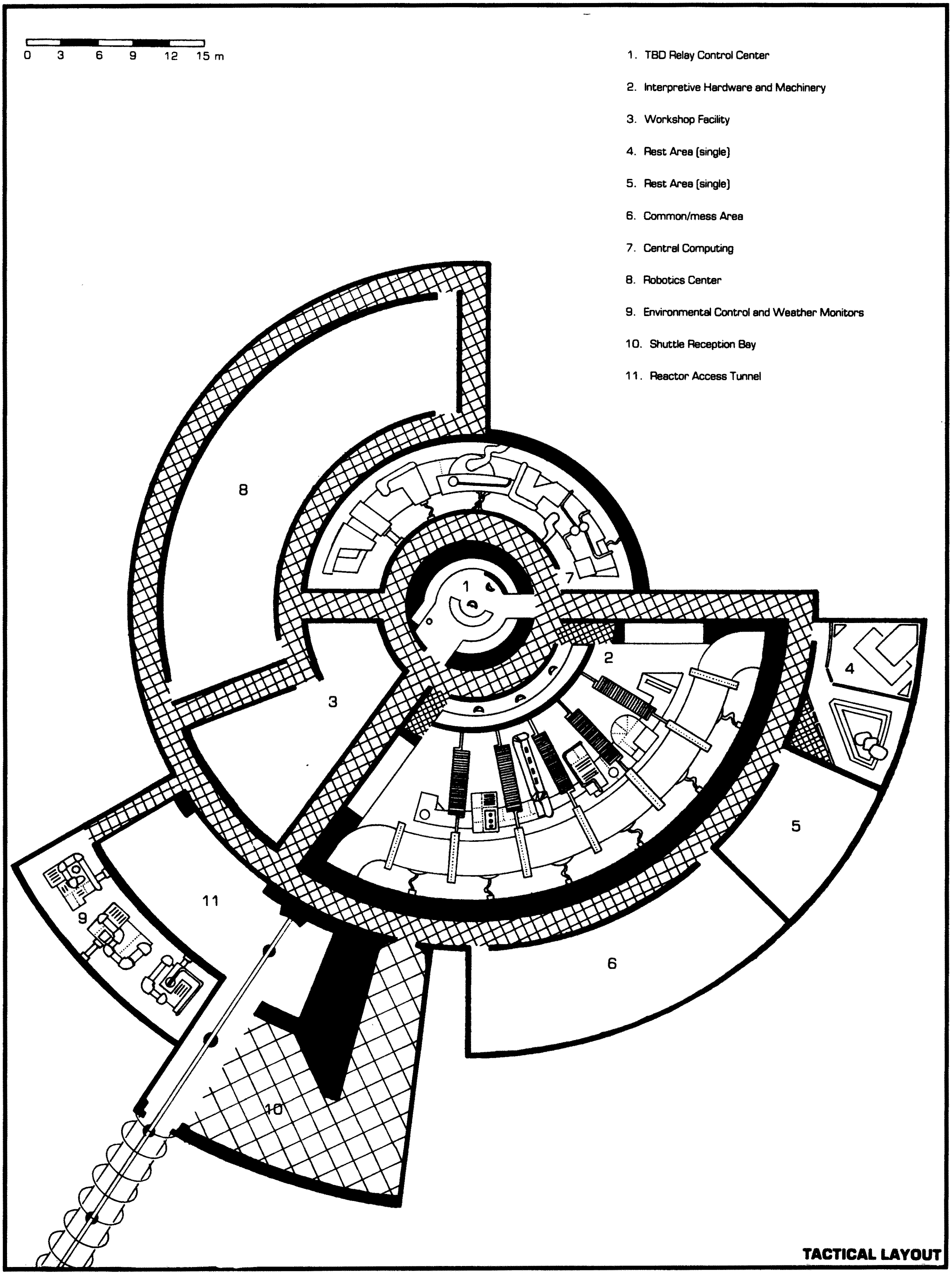
Name	Class	Lvl	Hits	AT(DB)	Skill A bonus	Skill B bonus	Weapon bonus	Notes
Emerich Rach	P	13	105	1(5)****	ha/ 99	hp/ 98	Stun p / 72	Hyperion privateer
Tamora Makusic	E	10	160	4(30)	el/ 70	cpt/ 65	Laser p/ 50	Android
Safra Smeingay	P	7	65	1(5)**	hp/ 78	ha/ 76	Blast r/ 65	Amazon shuttle pilot
J.X. Bekess	ST	6	63	15(30)**	mt/ 70	pst/ 66	Blast p/ 52	Amazon shuttle tech
"Faber"	C	6	57	5(40)**	s&h/ 71	crt/ 65	Stun p / 70	Colosian agent
Cilest Vaae	ET	5	55	1(0)**	el/ 67	hep/ 25	Laser p/ 30	TBD tech
Slaig Shlagal	ET	5	50	1(10)**	el/ 65	cpt/ 65	Laser p/ 32	TBD tech
THE ROBOTS:								
MIKE 140 Chi			70	14(20)	c/ 20	pst/ 20	none	TBD Mech Interface robot
KURT 40 Xi			100	22(20)	Blast Mk5/ 40	Blast Mk5/ 40	Stun Mk5/ 40	Poorly maintenanced Combat Unit

Codes: Class: Ar — armsman, Pi— pilot, Ex — explorer, ST — systems technician, ET — electrician, AT — arms technician, Re — researcher, Ph — physician, En — engineer, Cr — criminologist, Me — medical technician, Pl — planetologist, T — true telepath, xx/T — semi telepath of class xx.
Skills: c — climbing, s — swimming, r — riding, dt — disarm traps, pl — pick locks, s&h — stalk & hide, p — perception, d — driving, ap — atmospheric pilot, mp — marine pilot, a — ambush, l — linguistics, am — adrenal moves, ad — adrenal defence, ma — martial arts, f — forgery, cf — counterfeiting, s/x survival in x, fa — first aid, sa — scanner analysis, aa — airborne assault, cp — combat pilot, ac — AFV crewmember, ae — alien environments, ma — missile artillery, hep — heavy energy projectors, mwa — mounted weapons ambush, op — orbital pilot, nsp — N-space pilot, hp — hyper pilot, nsa — N-space astrogation, ha — hyper astrogation, sea — sensor analysis, ew — electronic warfare, comm — communications, mt — mechanical technics, wt — weapon technics, et — electronic technics, cpt — computer technics, pst, power system technics, crt — crime technics, mdt — medical technics, cyt — cybernetic technics, gnt — genetic technics.
Armor type/defensive bonus: The defensive bonus includes intrinsic armor quality and quickness bonus but not a shield bonus. * - velocity shield, ** - deflector shield, *** - absorption shield, **** — barrier shield.


0 5 10 15 20 25 km
1. Colos TBD Relay Base
2. Lander Field
3. Old TBD Relay Base
4. Old Lander Field
100
200
300
400
500
600
700
1
2
3
4


0 1 2 3 4 5 km
▲ Security Scanner
• Shield Generator
5. TBD Relay Control
6. Shuttle Tube
7. Lander Field
100
200
225
250
275
300
325
5
6
7


0 15 30 45 60 75 m
10. Transmission Lines
11. Vents and Weather Monitors
12. Access Hatches
13. Shuttle Dock
14. Shuttle Tube
15. TBD Panels
10
11
12
13
14
15


0 3 6 9 12 15 m
1. TBD Relay Control Center
2. Interpretive Hardware and Machinery
3. Workshop Facility
4. Rest Area (single)
5. Rest Area (single)
6. Common/mess Area
7. Central Computing
8. Robotics Center
9. Environmental Control and Weather Monitors
10. Shuttle Reception Bay
11. Reactor Access Tunnel
1
2
3
4
5
6
7
8
9
10
11
TACTICAL LAYOUT

ABOVE GROUND KEY:

1. Security Scanners. These beacons are old style multiscanner detection devices with an effective detection range of about five km to spot a living man-sized target. This particular outdated security system model can be defeated if personal EW generators are worn, and no personal shields are activated. If these counter measures are employed, the system's automatic warning safeguards would be rendered ineffective, and 100 would be subtracted from any perception roll made by a tech in the base at the security console. Each scanner also has a built-in Mk.20 laser cannon which can be fired upon the intruders. The OB for the attack would be determined by the security Tech's Heavy Energy Projector skill bonus.

2. Shield Generators. These are small installations which maintain a +55 defensive shield over the Lander Field, the TBD collector panels, and the base proper. Each generator knocked out reduces the shielding value by 10. Passing through the base shield with an activated personal shield will create a power surge significant enough to trigger warning systems in the base's command center.

3. Lander Field and Shuttle Tube. The Lander Field is capable of receiving craft of up to 1000 tons. However, it has no service or refueling capabilities. There is an access dock to a shuttle bus which runs down to a similar dock at the bottom of the crater where the central control facility is located. Presently, the bus is down at the base, and its access tube, at this end, is closed off.

Security devices can be (and currently are) activated in the shuttle bus dock area. There are three close range optical detectors directing three separate Mk.5 blasters on wall mounts in the docking area. They are now set to fire on any intruders automatically with an OB of +20. If directed from the security console in the command center, (and unless the characters have already made their presence known, there will only be a 5% probability of personal fire control) they may fire with a +45 OB.

KEY TO THE UNDERGROUND BASE COMPLEX

General Note: *All corridors and rooms in the complex, along with much of the immediate outside vicinity, can be observed from the command center with the aid of a complex net of visual scanners. However, the holographic monitors which display these views are often (90% of the time) turned off or display other information. Therefore there may be no visual monitoring of the base from the command center unless one of the Techs spotted the group with one of the security scanners. Other warning devices (at portals and maintenance ducts), unless defeated with a successful disarm attempt, will alert the base personnel to the group's presence.*

All access locks at the base are electronic with no mechanical moving parts. They must therefore be defeated with specialized electronic equipment (not a set of 'keys').

1. Command Control Center: All base activities, including: TBD transmissions, interpretations, recording, retransmissions, as well as security and environmental control are monitored and manipulated from this room. It is usually (70% chance) only staffed by MIKE 140 Chi (see section on non-player characters), who is a mech interface robot capable of running all secondary base functions on his own. The Techs are only present when scheduled TBD transmissions are pending. The two entrances to this room may be locked from the inside with ease. When locked, these doors are **Sheer Folly** to "pick".

2. Interpretive Hardware: This is the location of the machinery responsible for the decoding of incoming transmissions and the alignment of the TBD panels on the surface. This is also the location of the base's auxiliary control.

3. Workshop: Repair facilities for the base's portable machinery.

4. Rest Area: Cilest's quarters. The lock is **Easy (+20)** to "pick".

5. Rest Area: Slaig's quarters. The lock is **Easy (+20)** to "pick".

6. Common Mess and Recreation Area: Food preparation and recreational area. A variety of games and hologlass plates are strewn about the room.

7. Computing: The main computer used at the base seems to occupy a large space for its mark number of 70, but ground installations usually have the room to hold large volume computers which cost less than smaller units of the same operating capacity. The access door to this room is kept locked (**Extremely Hard (-30)** to pick). The base computer and the Mk. 30 back-up computer communicates in the main Colosian computer dialect 'C3 iv'.

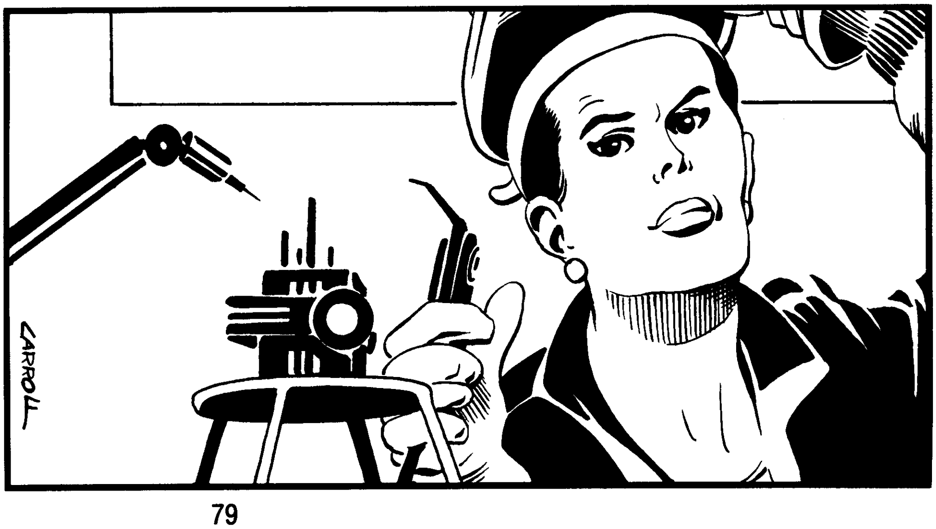
8. Robotics Center: Construction of this area has not been completed yet. The Colosians plan to eventually automate the entire station, at which time robotic control will be located here. In the meantime, the technicians use this area to work on KURT (see non-player characters). If KURT has to be brought into action by the Techs, he will be activated from this location.

9. Environmental Control and Atmospheric Monitors: This area is accessible from three hatches on the surface. These hatches are locked (**Medium, +0**) and are trapped. If not disarmed, anyone passing through the portal will be caught in an active electric field. (The character receives 1-10 'E' electricity criticals.) The electric field is **Hard (-10)** to disarm and if an unsuccessful attempt is made, the disarmer takes an 'A' electricity critical and the central command center is warned that intruders are present.

From this underground location, characters should be able to find a suitable location to introduce their biotoxins (supplied by Emerich; see the section on special equipment) into the ventilation system.

10. Shuttle Bus Reception: This area is a continuation of the ramp which leads down from the surface shuttle bus dock. It is heavily monitored, and if intruders are detected there are two Mk.5 blaster turrets at the end of the ramp to deal with them. Undirected from central control, these blasters have a +20 OB. With direction from a tech at the security board the OB rises to +45. The portal to the central complex can be locked, **Very Hard (-20)** to pick.

11. Access Tunnel to Fusion Power Reactor: A maintenance portal leads from the shuttle bus depot to the fuel bay of the base's main reactor. This tunnel allows repair and refueling access for the technicians, and it is heavily used because of the equipment's poor state of repair. The tunnel is well monitored for intruders. The mere presence of a saboteur here will trigger alarms in central control because of the many visual and sonic detection devises lining the corridor. By manipulating hatches and vents, a tech in the control center will be able to put any person in this tunnel into hard vacuum in one round (one "E" vacuum critical per round until death). At the end of the tunnel one will find the fuel bay and the main reactor. There are also microbattery power reserve units which can operate life support and emergency TBD transmissions for up to one month.



19.0 GM REFERENCE

19.1 RANDOM EVENTS

GMs may wish to introduce variable factors into their game. Below is a table to randomize special events which have not been elaborated upon in the sample adventure that has been presented here. Caution is advised when using this table because the GM will be required to perform much more preparatory work in many cases.

1 -10	'Faber' is able to infiltrate Emerich's inventory controllers and sabotage some or all of the filter masks that will be used by the party members.
11-20	One of the EW generation back-packs will malfunction at an inopportune moment.
21-30	KURT will be out patrolling the crater as the players approach.
31-40	Any given defense mechanism may fail to function 10% of the time due to a bad state of repair.
41-50	The amazons are really in the pay of the Colosians and will attempt to do away with the party when they are vulnerable.
51-60	A Colosian hypershuttle is found to be on the Lander field just outside of the crater.
61-65	A Colosian hypershuttle can be found occupying the Lander field of the deserted TBD base. Several Techs are retrieving old equipment from the base there.
66	The Colosians have found out about the Jadist coup and have set up a surprise welcome for the players.
67-80	The Techs at the base will be experimenting with recreational stimulants when the characters arrive on the scene. They will by quite unable to respond coherently to their dilemma.
81-90	One of the Techs will be out in the crater inspecting the some TBD panels; so some of the defense mechanisms will be shut down.
91-99	The TBD relay base will be inoperative due to malfunction when the players arrive. They will probably have no way of knowing this until they have an opportunity to manipulate the central controls themselves.
100	Imperial/Dia Khovaria forces have taken over the base because the Colosians defaulted on maintenance requirements. Again, the players will be unaware of this interesting tidbit of information. Although the Colosian transmission will be just as likely to pass through this station, the defensive measures will be much more thorough under Imperial administration.

19.2 SPECIAL EQUIPMENT

In order for the players to have a chance of successfully completing this difficult mission, Emerich will supply the group with expensive and powerful equipment from his extensive stores. If the characters survive to return back to Hyperion, Emerich will expect the return of all loaned equipment regardless of condition.

Stealth Coveralls: These are personal EW suits capable of foiling many out-dated scanner security systems. The coveralls themselves are unencumbering, but the mini EW generator which powers the suit is a large back-slung affair which masses in at about 20 kilograms. Perception from within the coveralls is at - 20 because of the completeness of the covering. The suit is an unassuming neutral blue-grey color.

Respirators: The COL 72 Prime II atmosphere is incapable of sustaining human-like lifeforms, so the respirators are a necessity for the players who venture out onto the landscape. The microbial filters will protect characters inside the base who have unleashed the microbial poison Duranaid Complex Theta to neutralize the resident technicians. This unit is fairly unencumbering, only covering the lower face.

Duranaid Complex Theta: The ultimate goal of the mission is to replace the Colosian technicians at the base with Tamora the Android. The cleanest way to do this without alerting the Colosian authorities is to poison the environment while the techs are away from the command stations. Introducing Duranaid Complex Theta into their ventilation system is the specific method suggested by Emerich. The microbial poison, Dur Comp T, can be transported in a small metallic capsule and released at the appropriate environmental control area inside the base. Duranaid Complex Theta has no incubation delay period, attacks at level 15, with the maximum effect indicating that the micro-organism digests the victims lung tissue and alveoli. Death will occur 10 - 20 rounds after inhalation, as the lungs fill with blood and transpiration becomes impossible. If the victim makes his RR, this indicates that his lung tissue has been badly scarred. He takes 10 - 100 hits, and is out for 1 - 10 hours after the micro- organism insinuates itself into the victim's system.

Metallic Lattice Acid 09b: An alternate plan for the sabotage of the station is the neutralization of its TBD relay capability. By placing the acid on the transmission cables on the surface of the crater, just outside of the base, the command center will be unable to receive or transmit Tachyon Dictor beams. If the Colosian authorities are not alerted to the sabotage aspect of the transmitting malfunction they may be inclined to believe that the base is suffering technical difficulties and just use another relay base for their MERLOGH transmissions. Metallic Lattice Acid is transported in ceramisynth containers, each massing 1 kg. About 10 will be required for an efficient sabotage attempt on all of the outside transmission cables.

Demotherm Explosives: The blunt way of going about the job. Demotherm is the state of the art in chemical explosives. The 5 kgs supplied to the players (with timers and detonators) will be enough to uproot the whole complex and destroy most of the TBD panels in the crater.

CONTENTS

PART I THE NATURAL LAWS

1.0 STAR SYSTEM GENERATION

2.0 PLANET GENERATION

3.0 ENCOUNTER GENERATION

4.0 SPACE MASTER MILIEUS

5.0 NPC CHART

PART II THE IMPERIAL LAWS

6.0 BACKGROUND

7.0 HISTORY OF CIVILIZATION

8.0 LIFE IN THE TERRAN STAR EMPIRE

9.0 THE IMPERIAL GOVERNMENT

10.0 PROVINCES OF THE IMPERIUM

11.0 OTHER ORGANIZATIONS

12.0 NON-IMPERIAL GROUPS

13.0 NON-HUMAN RACES

14.0 REFERENCE

15.0 STAR CHARTS

PART III ADVENTURE

16.0 INTRODUCTION

17.0 CHARACTERS

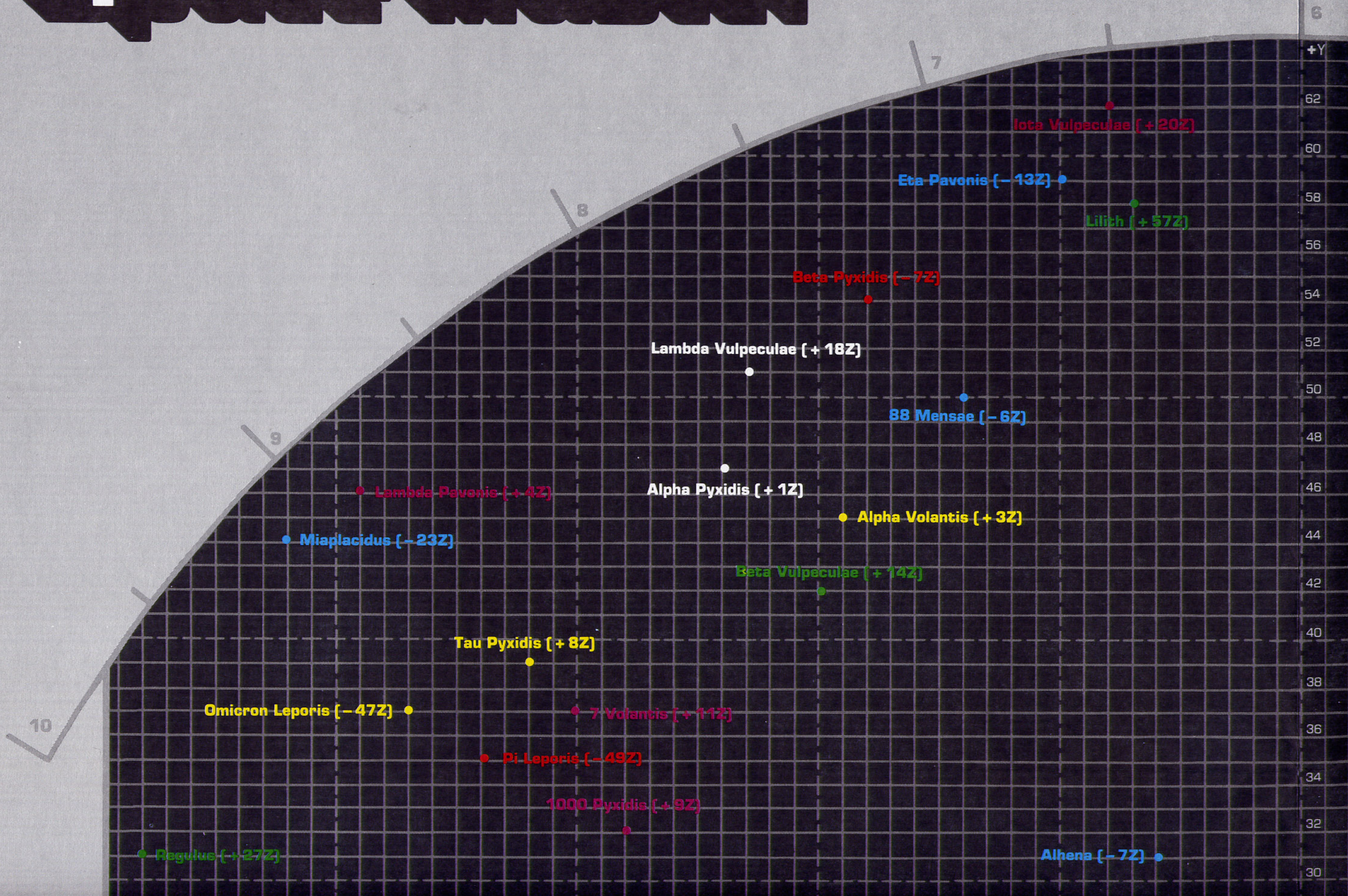
18.0 THE SETTINGS

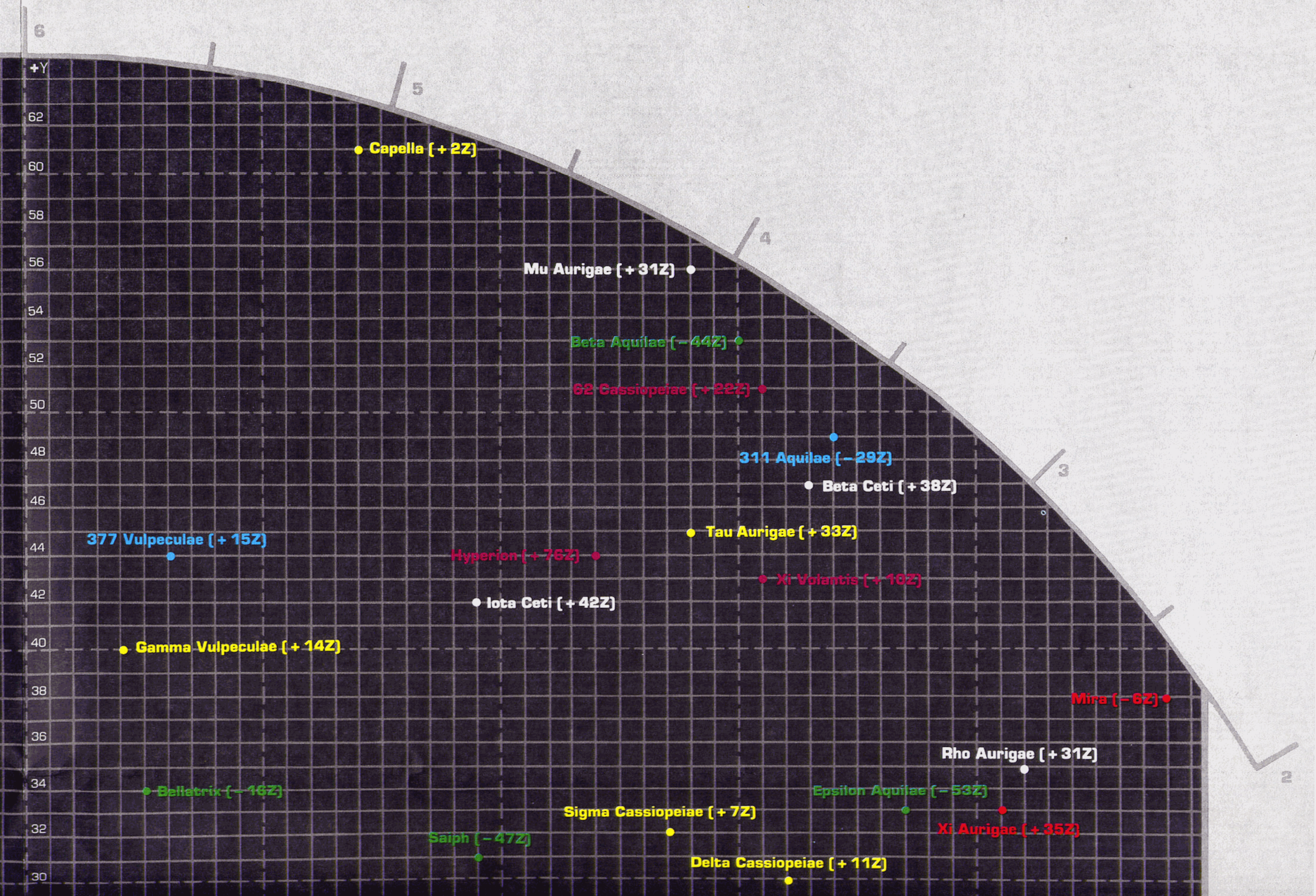
19.0 GM REFERENCE

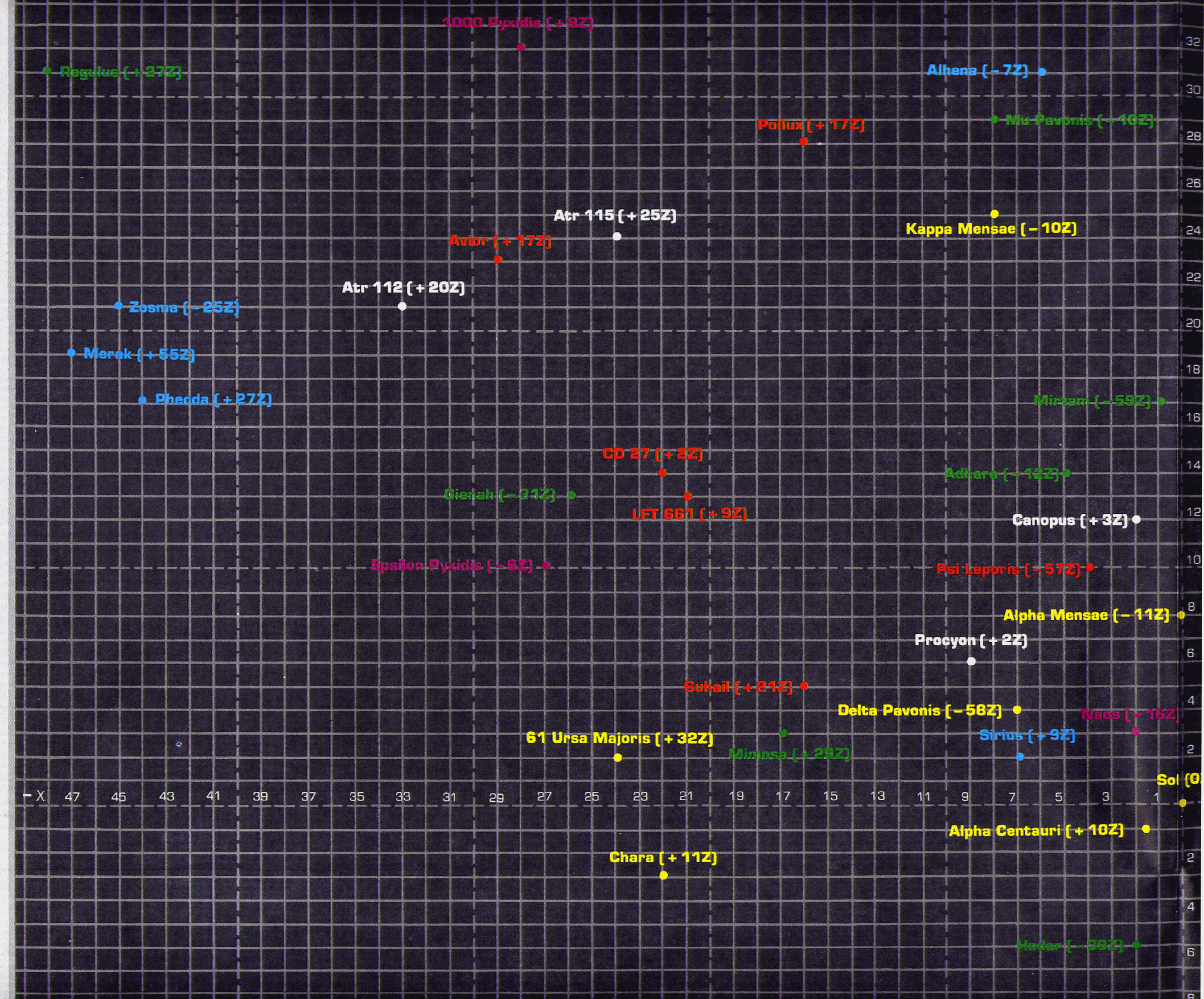
I.C.E.

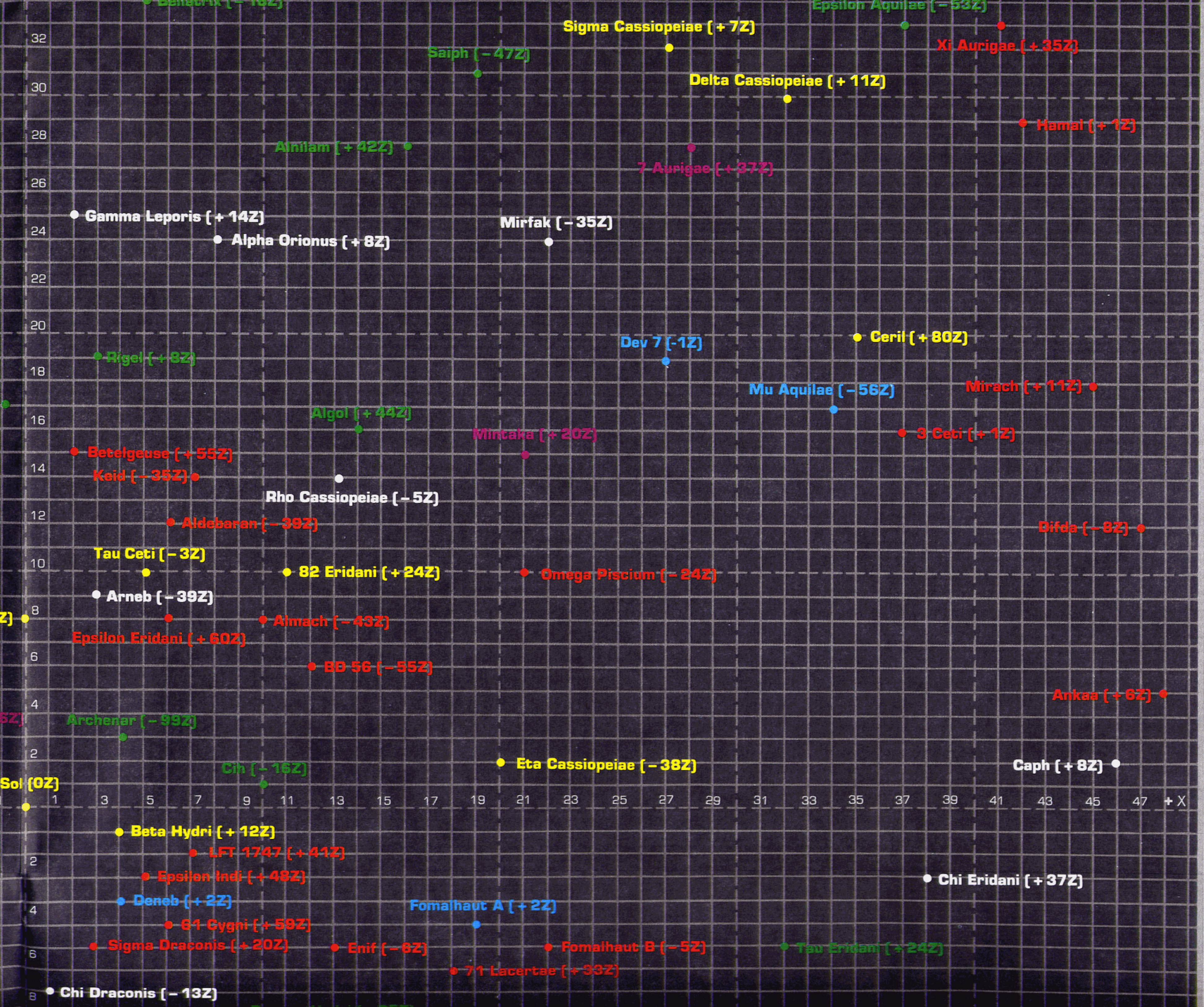
IRON CROWN ENTERPRISES
P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

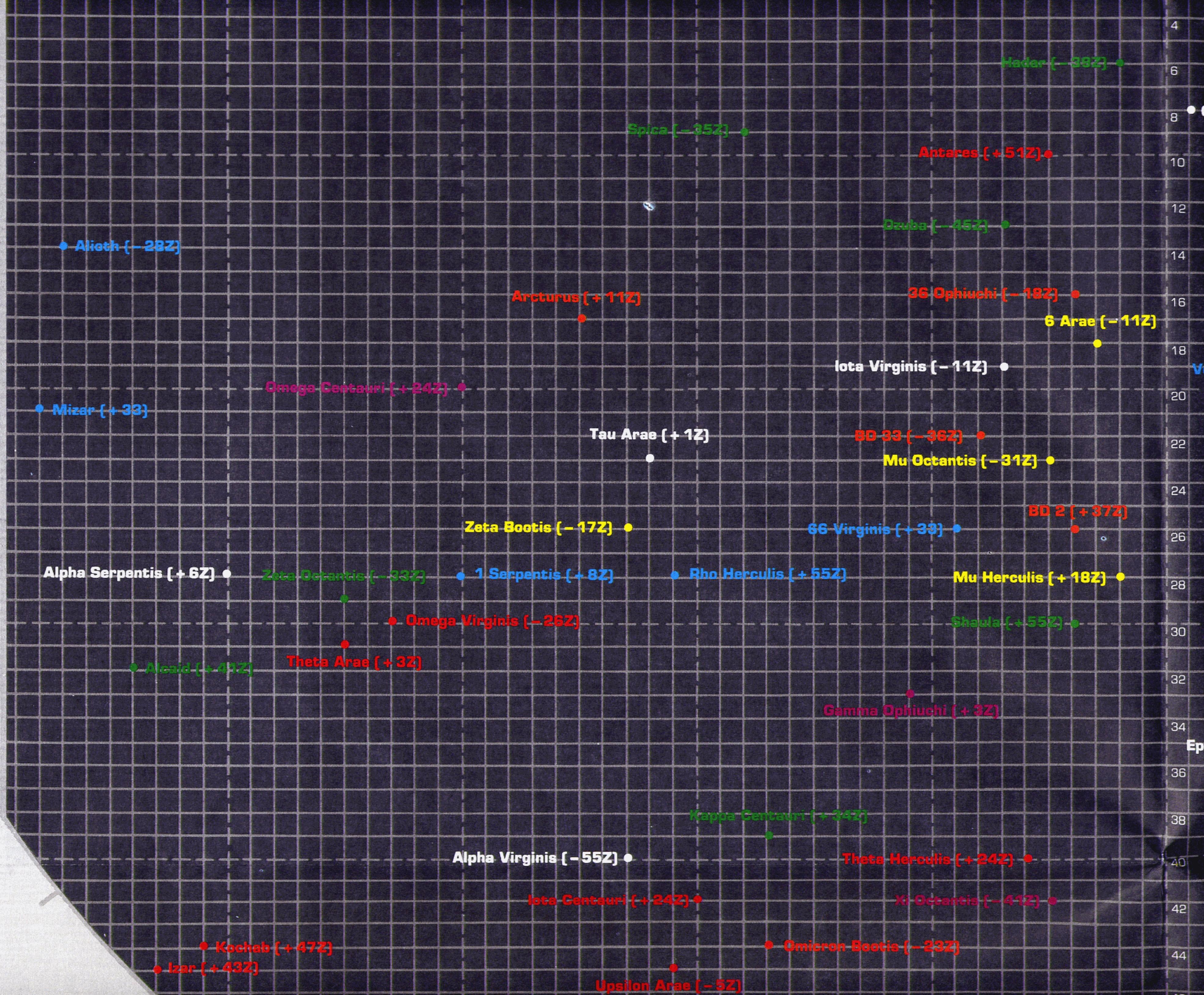
Space Master




6
+Y
5
4
3
2
62
60
58
56
54
52
50
48
46
44
42
40
38
36
34
32
30
Capella (+2Z)
Mu Aurigae (+31Z)
Beta Aquilae (−44Z)
62 Cassiopeiae (+22Z)
311 Aquilae (−29Z)
Beta Ceti (+38Z)
377 Vulpeculae (+15Z)
Tau Aurigae (+33Z)
Hyperion (+76Z)
Xi Volantis (+10Z)
Iota Ceti (+42Z)
Gamma Vulpeculae (+14Z)
Mira (−6Z)
Rho Aurigae (+31Z)
Bellatrix (−16Z)
Epsilon Aquilae (−53Z)
Sigma Cassiopeiae (+7Z)
Xi Aurigae (+35Z)
Saiph (−47Z)
Delta Cassiopeiae (+11Z)

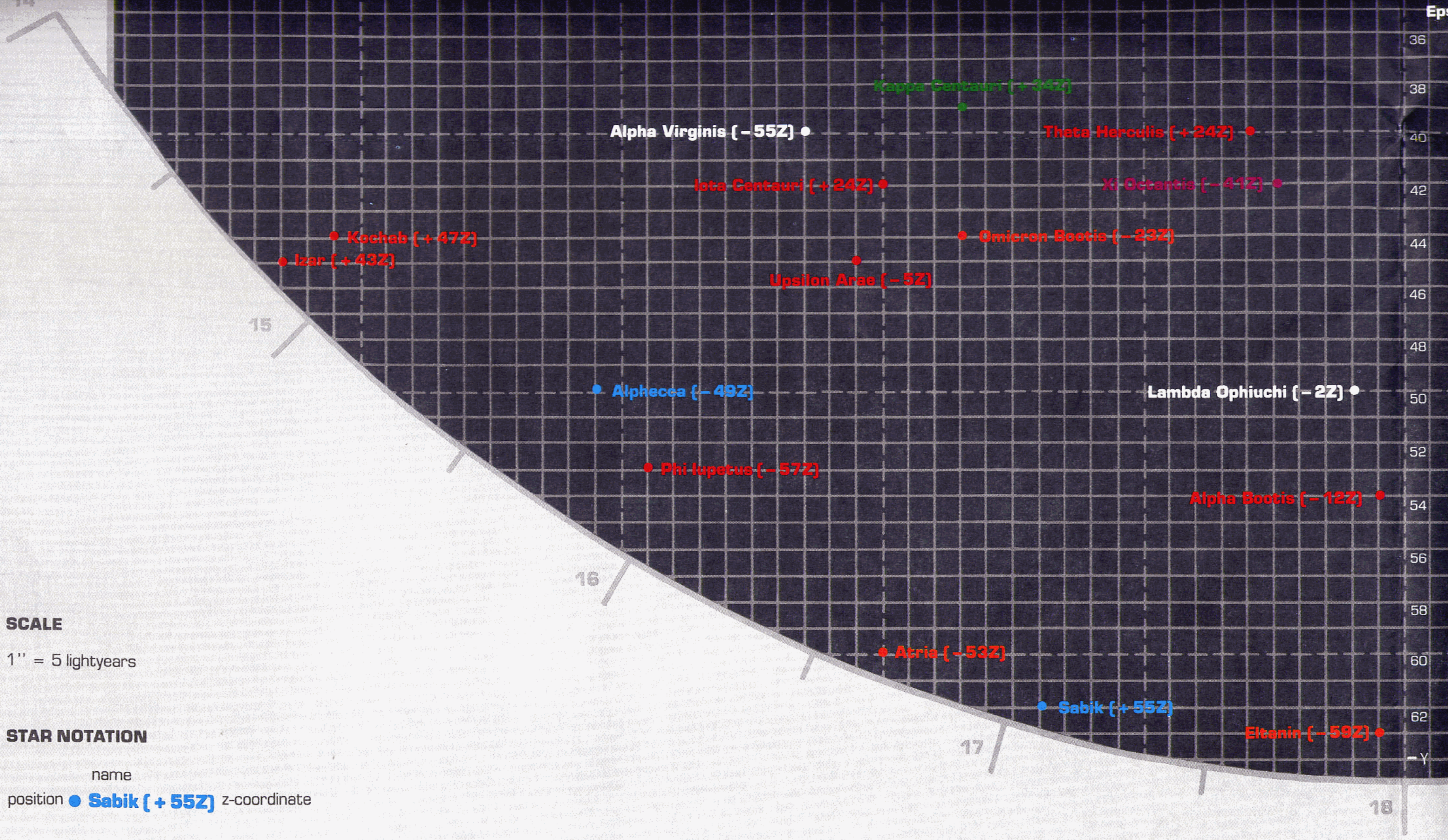

1000 Pyxidis (+9Z)
Regulus (+27Z)
Alhena (–7Z)
Mu Pavonis (–10Z)
Pollux (+17Z)
Atr 115 (+25Z)
Kappa Mensae (–10Z)
Avior (+17Z)
Atr 112 (+20Z)
Zosma (–25Z)
Merak (+55Z)
Phecda (+27Z)
Mirzam (–59Z)
CD 27 (+2Z)
Adhara (–12Z)
Gienah (–31Z)
LFT 661 (+9Z)
Canopus (+3Z)
Epsilon Pyxidis (–6Z)
Psi Leporis (–57Z)
Alpha Mensae (–11Z)
Procyon (+2Z)
Suhail (+21Z)
Delta Pavonis (–58Z)
Naos (–16Z)
61 Ursa Majoris (+32Z)
Sirius (+9Z)
Mimosa (+29Z)
Sol (0
– X 47 45 43 41 39 37 35 33 31 29 27 25 23 21 19 17 15 13 11 9 7 5 3 1
Alpha Centauri (+10Z)
Chara (+11Z)
Hadar (–38Z)
32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2 2 4 6


Sigma Cassiopeiae (+ 7Z)
Xi Aurigae (+ 35Z)
Saiph (– 47Z)
Delta Cassiopeiae (+ 11Z)
Hamal (+ 1Z)
Alnilam (+ 42Z)
7 Aurigae (+ 37Z)
Gamma Leporis (+ 14Z)
Mirfak (– 35Z)
Alpha Orionus (+ 8Z)
Dev 7 (-1Z)
Ceril (+ 80Z)
Rigel (+ 8Z)
Mu Aquilae (– 56Z)
Mirach (+ 11Z)
Algol (+ 44Z)
Mintaka (+ 20Z)
3 Ceti (+ 1Z)
Betelgeuse (+ 55Z)
Keid (– 35Z)
Rho Cassiopeiae (– 5Z)
Aldebaran (– 39Z)
Difda (– 8Z)
Tau Ceti (– 3Z)
82 Eridani (+ 24Z)
Omega Piscium (– 24Z)
Arneb (– 39Z)
Almach (– 43Z)
Epsilon Eridani (+ 60Z)
BD 56 (– 55Z)
Ankaa (+ 6Z)
Archenar (– 99Z)
Cih (– 16Z)
Eta Cassiopeiae (– 38Z)
Caph (+ 8Z)
Sol (0Z)
32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 + X
2 4 6 8
Beta Hydri (+ 12Z)
LFT 1747 (+ 41Z)
Epsilon Indi (+ 48Z)
Chi Eridani (+ 37Z)
Deneb (+ 2Z)
Fomalhaut A (+ 2Z)
61 Cygni (+ 59Z)
Sigma Draconis (+ 20Z)
Enif (– 6Z)
Fomalhaut B (– 5Z)
Tau Eridani (+ 24Z)
71 Lacertae (+ 33Z)
Chi Draconis (– 13Z)


4
Hadar (–39Z)
6
8
Spica (–35Z)
Antares (+51Z)
10
12
Dzuba (–45Z)
Alioth (–28Z)
14
Arcturus (+11Z)
36 Ophiuchi (–18Z)
16
6 Arae (–11Z)
18
Iota Virginis (–11Z)
Omega Centauri (+24Z)
20
Mizar (+33)
Tau Arae (+1Z)
BD 33 (–36Z)
22
Mu Octantis (–31Z)
24
BD 2 (+37Z)
Zeta Bootis (–17Z)
66 Virginis (+33)
26
Alpha Serpentis (+6Z)
Zeta Octantis (–33Z)
1 Serpentis (+8Z)
Rho Herculis (+55Z)
Mu Herculis (+18Z)
28
Omega Virginis (–26Z)
Shaula (+55Z)
30
Theta Arae (+3Z)
Alcaid (+41Z)
32
Gamma Ophiuchi (+3Z)
34
36
Kappa Centauri (+34Z)
38
Alpha Virginis (–55Z)
Theta Herculis (+24Z)
40
Iota Centauri (+24Z)
Xi Octantis (–41Z)
42
Kochab (+47Z)
Omicron Bootis (–23Z)
Izar (+43Z)
44
Upsilon Arae (–5Z)

14

Deneb (+2Z)
Fomalhaut A (+2Z)
61 Cygni (+59Z)
Sigma Draconis (+20Z)
Enif (-8Z)
Fomalhaut B (-5Z)
Tau Eridani (+24Z)
71 Lacertae (+33Z)
Chi Draconis (-13Z)
Gamma Hydri (+35Z)
131 Hydri (+38Z)
Sadir (-3Z)
Altair (+3Z)
Rho Draconis (-7Z)
CD 51 (+6)
Alpha Hydri (+4Z)
Vega (+17Z)
Xi Eridani (+35Z)
Nunki (-57Z)
Iota Indi (+40Z)
Zeta Draconis (-21Z)
Phi Cygni (-11Z)
Theta Cygni (-15Z)
Alpha Phoenisis (+24Z)
Epsilon Ophiuchi (+35Z)
Chi Horologii (-8Z)
Delta Serpentis (-3Z)
Omega Serpentis (+10Z)
1131 Piscium (-14Z)
Upsilon Piscium (-44Z)
Tau Horologii (-23Z)
Lambda Phoenisis (+32Z)
Upsilon Draconis (-18Z)
Mu Lacerate (+47Z)
4
6
8
10
12
14
16
18
20
22
24
26
28
30
32
34
36
38
40
42
44
22



SCALE

1'' = 5 lightyears

STAR NOTATION

name

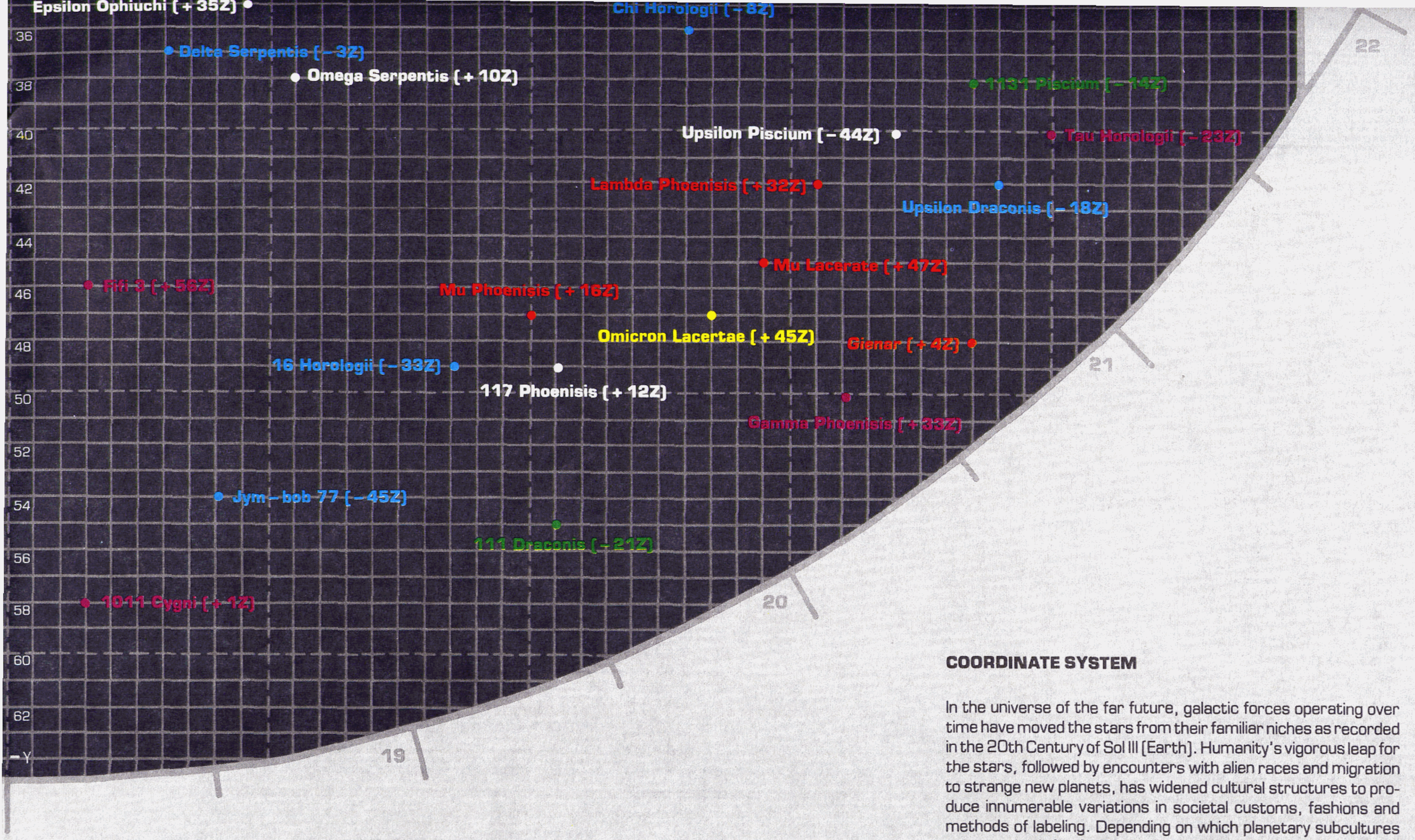
position ● **Sabik (+55Z)** z-coordinate

SPECTRAL CLASSES

O hottest blue stars, 30,000°— 60,000° K
B hot blue stars, 10,000°— 30,000° K
A blue stars, 7500°— 10,000° K

G yellow stars, 5000°— 6000° K
K red stars, 3500°— 5000° K
M cool red stars, 3500° K or lower

Star



Map

COORDINATE SYSTEM

In the universe of the far future, galactic forces operating over time have moved the stars from their familiar niches as recorded in the 20th Century of Sol III (Earth). Humanity's vigorous leap for the stars, followed by encounters with alien races and migration to strange new planets, has widened cultural structures to produce innumerable variations in societal customs, fashions and methods of labeling. Depending on which planetary subcultures are consulted, Atr 117 (a cooling red giant rotating in the galactic East) may be known as Ferryt's Star, Zn 1032, Quatzit or even Betelgeuse. The coordinate systems used to catalogue and plot astronomical bodies are equally diverse. Astronomers from different planets rarely use the same method, but astropilots (who travel between many planets) continue to use an old system based on the location of humanity's star system of origin. The point (0,0,0) is occupied by Sol and all other stars are plotted in relation to it. The XY plane is located parallel to Sol's equator, while the X-axis passes through the spacial point where Sol III experiences its vernal equinox.